

Operating Instructions







HDMI



Thank you for buying this Pioneer product.

Please read through these operating instructions so you will know how to operate your model properly. After you have finished reading the instructions, put them away in a safe place for future reference.

# **IMPORTANT**



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.

# **CAUTION** RISK OF ELECTRIC SHOCK DO NOT OPEN

#### CAUTION:

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



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.

D3-4-2-1-1 A1 En

### **CAUTION**

This product is a class 1 laser product, but this product contains a laser diode higher than Class 1. To ensure continued safety, do not remove any covers or attempt to gain access to the inside of the product. Refer all servicing to qualified personnel. The following caution label appears on your unit.

Location: inside of the unit

CLASS 1 LASER PRODUCT

CLASS 3B VISIBLE AND INVISIBLE LASER RADIATION CAUTION WHEN OPEN AVOID EXPOSURE TO THE REAM ATTENTION RADIATIONS LASER VISIBLES ET INVISIBLES DE CLASSE 3B OLIAND OLIVERT ÉVITEZ TOUT EXPOSITION AU FAISCEAU KLASSE 3B SYNLIG OG USYNLIG LASERSTRÅLING VED ÅBNING. Undgå udsættelse for stråling. ADVARSEL

KLASS 3B SYNLIG OCH OSYNLIG LASERSTRÅLNING NÄR DENNA VARNING DEL ÄR ÖPPNAD. UNDVIK ATT UTSÄTTA DIG FÖR STRÅLEN. BEI GEÖFFNETER ABDECKUNG IST SICHTBARE UND UNSICHTBARE Laserstrahlung der Klasse 3B im Geräteinneren VORSICHT

VORHANDEN NICHT DEM LASERSTRAHL AUSSETZEN! PRECAUCIÓN CUANDO SE ABRE HAY RADIACIÓN LÁSER DE CLASE 3B VISIBLE E INVISIBLE EVITE LA EXPOSICIÓN A LOS RAYOS LÁSER

AVATTAESSA OLET ALTTIINA NÄKYVÄLLE JA VAROU NÄKYMÄTTÖMÄLLE LUOKAN 3B LASERSÄTEILYLLE. ÄLÄ KATSO SÄTEESEEN. ここを開くと CLASS 3B の可視レーザ光及び不可視レー 光が出ます。ビームを直接見たり、触れたりしないこと。

D3-4-2-1-8\*\_C\_En

#### WARNING

To prevent a fire hazard, do not place any naked flame sources (such as a lighted candle) on the equipment. D3-4-2-1-7a\_A\_En

## **VENTILATION CAUTION**

When installing this unit, make sure to leave space around the unit for ventilation to improve heat radiation (at least 10 cm at top, 10 cm at rear, and 10 cm at each side).

### WARNING

Slots and openings in the cabinet are provided for ventilation to ensure reliable operation of the product, and to protect it from overheating. To prevent fire hazard, the openings should never be blocked or covered with items (such as newspapers, table-cloths, curtains) or by operating the equipment on thick carpet or a bed. D3-4-2-1-7b A En

#### WARNING

This equipment is not waterproof. To prevent a fire or shock hazard, do not place any container filled with liquid near this equipment (such as a vase or flower pot) or expose it to dripping, splashing, rain or moisture. D3-4-2-1-3 B En

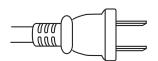
### WARNING

Before plugging in for the first time, read the following section carefully.

The voltage of the available power supply differs according to country or region. Be sure that the power supply voltage of the area where this unit will be used meets the required voltage (e.g., 230 V or 120 V) written on the rear panel. D3-4-2-1-4 A En

# For Taiwan exclusively

Taiwanese two pin flat-bladed plug



If the AC plug of this unit does not match the AC outlet you want to use, the plug must be removed and appropriate one fitted. Replacement and mounting of an AC plug on the power supply cord of this unit should be performed only by qualified service personnel. If connected to an AC outlet, the cut-off plug can cause severe electrical shock. Make sure it is properly disposed of after removal. The equipment should be disconnected by removing the mains plug from the wall socket when left unused for a long period of time (for example, when on vacation). D3-4-2-2-1a\_A\_En

#### **CAUTION**

The & STANDBY/ON switch on this unit will not completely shut off all power from the AC outlet. Since the power cord serves as the main disconnect device for the unit, you will need to unplug it from the AC outlet to shut down all power. Therefore. make sure the unit has been installed so that the power cord can be easily unplugged from the AC outlet in case of an accident. To avoid fire hazard, the power cord should also be unplugged from the AC outlet when left unused for a long period of time (for example, when on vacation). D3-4-2-2-2a\_A\_En

### **POWER-CORD CAUTION**

Handle the power cord by the plug. Do not pull out the plug by tugging the cord and never touch the power cord when your hands are wet as this could cause a short circuit or electric shock. Do not place the unit, a piece of furniture, etc., on the power cord, or pinch the cord. Never make a knot in the cord or tie it with other cords. The power cords should be routed such that they are not likely to be stepped on. A damaged power cord can cause a fire or give you an electrical shock. Check the power cord once in a while. When you find it damaged, ask your nearest PIONEER authorized service center or your dealer for a replacement. sou2\*\_En

## **Operating Environment**

Operating environment temperature and humidity: +5 °C to +35 °C (+41 °F to +95 °F); less than 85 %RH (cooling vents not blocked)

Do not install this unit in a poorly ventilated area, or in locations exposed to high humidity or direct sunlight (or strong artificial light)

D3-4-2-1-7c\*\_A1\_En

This product is for general household purposes. Any failure due to use for other than household purposes (such as long-term use for business purposes in a restaurant or use in a car or ship) and which requires repair will be charged for even during the warranty period.

This product incorporates copyright protection technology that is protected by method claims of certain U.S. patents and other intellectual property rights owned by Macrovision Corporation and other rights owners. Use of this copyright protection technology must be authorized by Macrovision Corporation, and is intended for home and other limited viewing uses only unless otherwise authorized by Macrovision Corporation. Reverse engineering or disassembly is prohibited.

#### For Australia Model



### For U.K. model:

Replacement and mounting of an AC plug on the power supply cord of this unit should be performed only by qualified service personnel.

### IMPORTANT: THE MOULDED PLUG

This appliance is supplied with a moulded three pin mains plug for your safety and convenience. A 5 amp fuse is fitted in this plug. Should the fuse need to be replaced, please ensure that the replacement fuse has a rating of 5 amps and that it is approved by ASTA or BSI to BS1362.

Check for the ASTA mark or the BSI mark





on the body of the fuse.

If the plug contains a removable fuse cover, you must ensure that it is refitted when the fuse is replaced. If you lose the fuse cover the plug must not be used until a replacement cover is obtained. A replacement fuse cover can be obtained from your local dealer.

If the fitted moulded plug is unsuitable for your socket outlet, then the fuse shall be removed and the plug cut off and disposed of safely. There is a danger of severe electrical shock if the cut off plug is inserted into any 13 amp socket.

If a new plug is to be fitted, please observe the wiring code as shown below. If in any doubt, please consult a qualified electrician.

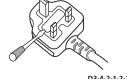
IMPORTANT: The wires in this mains lead are coloured in accordance with the following code: Blue: Neutral Brown: Live

As the colours of the wires in the mains lead of this appliance may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows;

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

How to replace the fuse: Open the fuse compartment with a screwdriver and replace the fuse.



# Information for users on collection and disposal of old equipment and used batteries

Symbol for Sequipment >



(Symbol examples ) for batteries





These symbols on the products, packaging, and/or accompanying documents mean that used electrical and electronic products and batteries should not be mixed with general household waste.

For proper treatment, recovery and recycling of old products and used batteries, please take them to applicable collection points in accordance with your national legislation.

By disposing of these products and batteries correctly, you will help to save valuable resources and prevent any potential negative effects on human health and the environment which could otherwise arise from inappropriate waste handling.

For more information about collection and recycling of old products and batteries, please contact your local municipality, your waste disposal service or the point of sale where you purchased the items.

These symbols are only valid in the European Union.

## For countries outside the European Union:

If you wish to discard these items, please contact your local authorities or dealer and ask for the correct method of disposal.

K058a\_A1\_En

# **Contents**

O1 Before you start  What's in the box	6 7 7 9)
<b>02 Connecting up</b> Connecting using an HDMI cable       13         About HDMI       13         About KURO LINK function       14         Connecting a TV       15         Connecting video and audio cables       16         Connecting a TV using a video/audio cable       16         Connecting an AV receiver or amplifier using an optical digital audio cable       16         Connecting components to the USB port       16         About USB (external storage) devices       16         Connecting the USB (external storage) device       17         Network connection       17         Connecting via an Ethernet hub       17         Connecting the power cord       17	8 1 5 5 6 6 7 7
<b>03 Getting Started</b> Making settings using the Setup Navigator menu	) ) )
<b>04 Playback</b> 24         Forward and reverse scanning.       25         Playing specific titles, chapters or tracks       25         Skipping content.       25         Playing in slow motion       25         Step forward and step reverse       25         Switching the camera angles       25         Switching the subtitles       25         Switching the audio and secondary audio       26         Switching the secondary video       26         Displaying the disc information       26         Playback functions       27         Using the Play Mode functions       28         Playing from a specific time (Time Search)       28         Playing a specific section within a title or track repeatedly (A-B Repeat)       28         Playing repeatedly (Repeat Play)       29         Playing in random order (Random Play)       29         About Play Mode types       30	333333333333333333333333333333333333333

Playing from the Home Media Gallery	3 <sup>.</sup> 3 <sup>.</sup> 3
Playing audio files	
05 Adjusting audio and video	
Adjusting the video	
Adjusting the audio	
Adjusting the Audio DRC	
Adjusting the audio delay (Lip Sync)	38
06 Advanced settings	
Changing the settings	
Operating the Initial Setup screen	
Restoring all the settings to the factory default	
settings	
About the audio output settings	4
Table	4
07 Additional information	
Licenses	18
Cautions on use	
Moving the player	
Place of installation	
Turn the power off when not using the player	54
Condensation	
Cleaning the player	
Caution for when the unit is installed in a rack wit	
glass door	
Cleaning the pickup lens	
Troubleshooting	
Playback	
KURO LINK	
Network	
Others	
Glossary	6
Specifications	63

# **Chapter 1**

# **Before you start**

# What's in the box

- Remote control x 1
- Video/audio cable (yellow/white/red plugs) x 1
- AA/R6 dry cell batteries x 2
- · Warranty card
- Operating instructions (this document)
- U.K., Australia and New Zealand models: Power cord x 1 Others: Power cord x 2

# Putting the batteries in the remote control

## 1 Open the rear cover.



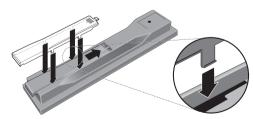
### 2 Insert the batteries (AA/R6 x 2).

Insert as indicated by the  $\oplus/\ominus$  marks into the battery compartment.



### 3 Close the rear cover.

Close securely (a click should be heard).



# **A** Caution

 Do not use any batteries other than the ones specified. Also, do not use a new battery together with an old one.

- When loading the batteries into the remote control, set them in the proper direction, as indicated by the polarity marks (⊕ and ⊖).
- Do not heat batteries, disassemble them, or throw them into flames or water.
- Batteries may have different voltages, even if they look similar. Do not use different kinds of batteries together.
- To prevent leakage of battery fluid, remove the batteries if you do not plan to use the remote control for a long period of time (1 month or more). If the fluid should leak, wipe it carefully off the inside of the case, then insert new batteries. If a battery should leak and the fluid should get on your skin, flush it off with large quantities of water.
- When disposing of used batteries, please comply with governmental regulations or environmental public institution's rules that apply in your country/area.

#### WARNING

Do not use or store batteries in direct sunlight or other excessively hot place, such as inside a car or near a heater. This can cause batteries to leak, overheat, explode or catch fire. It can also reduce the life or performance of batteries.

D3-4-2-3-3\_En

# Types of discs/files that can be played

# **Playable discs**

Discs with the logo marks below indicated on the disc label, package or jacket can be played.

			Application format								
Dis	sc type	Logo	BDMV <sup>1</sup>	BDAV	DVD-Video	DVD VR	CD-DA DTS-CD	DATA-DISC <sup>2</sup>			
	BD-ROM		/	✓	X	Х	Х	Х			
BD <sup>3</sup>	BD-R <sup>4</sup>		1	✓	X	×	×	Х			
_	BD-RE	Blu-ray Disc	<b>✓</b>	✓	Х	Х	Х	Х			
_	DVD-ROM	VIDEO ROM	1	×	<b>/</b>	х	×	/			
DVD	DVD-R <sup>3,4,5</sup>	R	1	X	1	<b>✓</b>	x	<b>√</b>			
	DVD-RW <sup>4,6</sup>	R W	1	X	1	1	X	1			
_	DVD+R <sup>3,4</sup>		<b>√</b>	Х	1	Х	Х	<b>√</b>			
_	DVD+RW <sup>4</sup>		✓	Х	✓	×	×	✓			
CD	CD-DA (Audio CD)	COMPACT OSG DIGITAL AUDIO	х	х	х	х	/	х			
-	CD-R <sup>4</sup>		Х	Х	Х	Х	1	<b>✓</b>			
_	CD-RW <sup>4</sup>		Х	Х	Х	Х	<b>√</b>	1			
_	CD-ROM		Х	Х	Х	Х	1	1			

<sup>1.</sup> Including the AVCHD format.

<sup>&</sup>quot;Blu-ray Disc" and Blu-ray Disc are trademarks.



is a trademark of DVD Format/Logo Licensing Corporation.

<sup>2.</sup> Discs on which video, image or audio files are recorded.

<sup>3.</sup> Including dual-layered discs.

<sup>4.</sup> Finalize (close) them before playing them on this player.

<sup>DVD-R for Authoring discs (3.95 and 4.7 GB) cannot be played.
Version 1.0 DVD-RW discs cannot be played.</sup> 

# Discs that cannot be played

- HD DVDs
- DVD Audio discs
- DVD-RAM discs
- SACDs
- Video CDs
- SVCDs

It is possible that some discs other than the ones listed above may not be playable either.



- Some discs cannot be played, even if one of the logo marks on the previous page is indicated.
- To play 8 cm discs, set the disc in the 8 cm disc depression in the center of the disc tray. No adapter is necessary. 8 cm BD-ROMs cannot be played.

### About audio formats

The following audio formats are supported on this player:

- Dolby TrueHD
- · Dolby Digital Plus
- · Dolby Digital
- · DTS-HD Master Audio
- DTS-HD High Resolution Audio
- · DTS Digital Surround
- MPEG
- MPEG-2 AAC
- Linear PCM

To enjoy the surround sound of Dolby TrueHD, Dolby Digital Plus, DTS-HD Master Audio and DTS-HD High Resolution Audio, it is recommended to connect the player to an AV receiver or amplifier compatible with these audio formats using an HDMI cable. After loading a BD containing sound in one of these audio formats, select the audio format on the menu screen.

See About the audio output settings on page 45 for the output conditions of the different formats.

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

Manufactured under license under U.S. Patent #'s: 5,451,942; 5,956,674; 5,974,380; 5,978,762; 6,226,616; 6,487,535; 7,392,195; 7,272,567; 7,333,929; 7,212,872 & other U.S. and worldwide patents issued & pending. DTS is a registered trademark and the DTS logos, Symbol, DTS-HD and DTS-HD Master Audio | Essential are trademarks of DTS, Inc. © 1996-2008 DTS, Inc. All Rights Reserved.

## Playing BDs

- BDs (BDMV) compatible with the formats below can be played.
  - Blu-ray Disc Read-Only (ROM) Format Version 2
  - Blu-ray Disc Recordable (R) Format Version 2
  - Blu-ray Disc Rewritable (RE) Format Version 3

This player supports BD-ROM Profile 2.

BONUSVIEW functions such as playback of secondary video (Picture-in-Picture) and secondary audio can be used. The data used with the BONUSVIEW functions (the secondary video (Picture-in-Picture) and secondary audio data) may be stored in the storage. For details on secondary video and secondary audio playback, refer to the disc's instructions.

# BONUS VIEW™

"BONUSVIEW" is trademark of Blu-ray Disc Association.

BD-LIVE functions such as downloading movie trailers or additional audio and subtitle languages and playing on-line games can be enjoyed over the Internet. The data downloaded with the BD-LIVE function (trailers, etc.) is stored in the storage. Refer to the disc's instructions for details about BD-LIVE functions.



"BD-LIVE" logo is trademark of Blu-ray Disc Association.

With BD-ROMs, it is possible to use BD-J (Java) applications to create highly interactive titles, for example including games.



Java and all Java-based trademarks and logos are trademarks or registered trademarks of Sun Microsystems, Inc. in the U.S. and other countries.

The player's internal storage has a maximum capacity of roughly 1 GB. Use an external storage connected to the **USB** port if you want to store large quantities of data (page 16). If a message saying there is not enough storage space appears, erase any unnecessary data (page 42).

- BDs (BDAV) compatible with the formats below can be played.
  - Blu-ray Disc Recordable (R) Format Version 1
  - Blu-ray Disc Rewritable (RE) Format Version 2

# Playing DVDs



This label indicates playback compatibility with DVD-RW discs recorded in VR format (Video Recording format). However, for discs recorded with a record-only-once encrypted program, playback can only be achieved using a CPRM compatible device.

The AVCHD is a high definition (HD) digital video camera recorder format recording high-definition onto certain media by using highly efficient codec technologies.

# 

"AVCHD" and the "AVCHD" logo are trademarks of Panasonic Corporation and Sony Corporation.

# \* About region numbers

Blu-ray Disc Player and BD-ROM or DVD-Video discs are assigned region numbers according to the region in which they are sold.

This player's region numbers are:

- BD-ROM:
  - U.K., Australia and New Zealand models: B
  - Others: A
- DVD-Video:
  - U.K. models: 2
  - Australia and New Zealand models: 4
  - Others: 3

Discs not including these numbers cannot be played. Discs playable on this player are as shown below.

- RDs
  - U.K., Australia and New Zealand models: B (including B) and ALL
  - Others: A (including A) and ALL
- D\/Ds·
- U.K. models: 2 (including 2) and ALL
- Australia and New Zealand models: 4 (including 4) and ALL
- Others: 3 (including 3) and ALL

# Playing CDs

Regarding copy protected CDs: This player is designed to conform to the specifications of the Audio CD format. This player does not support the playback or function of discs that do not conform to these specifications.

# DualDisc playback

A DualDisc is a new two-sided disc, one side of which contains DVD content — video, audio, etc. — while the other side contains non-DVD content such as digital audio material.

The DVD side of a DualDisc can be played on this player (excluding any DVD-Audio content).

The non-DVD, audio side of the disc is not compatible with this player.

It is possible that when loading or ejecting a DualDisc, the opposite side to that being played will be scratched. Scratched discs may not be playable.

For more detailed information on the DualDisc specification, please refer to the disc manufacturer or disc retailer.

# Playing discs created on computers or BD/DVD recorders

- It may not be possible to play discs recorded using a computer due to the application settings or computer's environment settings. Record discs in a format playable on this player. For details, contact the dealer.
- It may not be possible to play discs recorded using a computer or a BD/DVD recorder, if burn quality is not good due to characteristics of the disc, scratches, dirt on the disc, dirt on the recorder's lens, etc.

# **Playable files**

Video, image and audio files recorded on DVDs and CDs can be played.



- In DVD, only the one recorded by the ISO 9660 file system can be played.
- Some files may not be playable.
- For some files, it may not be possible to use certain functions during playback.
- It may not be possible to play some files, even if they have the extension of a file playable on this player.
- Files protected by DRM (Digital Rights Management) cannot be played (not including DivX VOD files).

# Supported video file formats

DivX

DivX<sup>®</sup> is a digital video format created by DivX, Inc. This is an official DivX Certified or DivX Ultra Certified device that plays DivX video.

Conform to the size under 720 x 576 pixels/720 x 480 pixels.

DivX files encoded with GMC/Qpel option cannot be played.

Only audio signals with MP3 or Dolby Digital (AC3) format are output.

Note that files other than the ones containing DivX video cannot be played, even if they have the extension ".avi".



DivX® is a registered trademark of DivX, Inc., and is used under license.

- Plays DivX® video

# **Mote**

- This DivX® Certified device must be registered in order to play DivX Video-on-Demand (VOD) content. First generate the DivX VOD registration code for your device and submit it during the registration process. [Important: DivX VOD content is protected by a DivX DRM (Digital Rights Management) system that restricts playback to registered DivX Certified devices. If you try to play DivX VOD content not authorized for your device, the message Authorization Error will be displayed and your content will not play.] Learn more at www.divx.com/vod.
  - This player's DivX VOD registration code can be checked at Initial Setup → Playback → DivX VOD → Registration Code (page 39).
  - The number of views is restricted for some DivX VOD files. When such files are played on this player, the remaining number of views is displayed. Files for which the remaining number of views has reached 0 cannot be played (Rental Expired is displayed). Files for which the number of views is not restricted can be played as many times as you like (the remaining number of views is not displayed).

# Supported image file formats

• IPFG

File format: JFIF Ver. 1.02/Exif Ver. 2.2 Resolution: Up to 4096 x 4096 pixels Only baseline JPEG files are supported.

# Supported audio file formats

Windows Media™ Audio 9 (WMA9)

Bit rate: Up to 192 kbps

Sampling frequencies: 22.05 kHz, 32 kHz, 44.1 kHz

Windows Media is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries.

This product includes technology owned by Microsoft Corporation and cannot be used or distributed without a license from Microsoft Licensing, Inc.

• MPEG-1 Audio Layer 3 (MP3)

Bit rate: Up to 320 kbps

Sampling frequencies: 8 kHz, 11.025 kHz, 12 kHz, 16 kHz, 22.05 kHz, 24 kHz, 32 kHz, 44.1 kHz and 48 kHz

# Playable file extensions

Video files

.divx and .avi

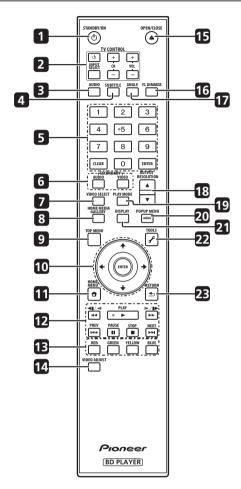
• Image files .ipg and .ipeg

Audio files

.wma and .mp3

# Part Names and Functions

# **Remote Control**



- **U STANDBY/ON** Press to turn the power on and off.
- 2 TV CONTROL (page 19)
- **3 AUDIO** (page 26)
- 4 SUBTITLE (page 25)
- 5 Number buttons Use these to select and play the title/chapter/track you want to view or listen to and to select items from menus.

CLEAR - Press to clear the numeric number, etc.

**ENTER** – Press to execute the selected item or enter a setting that has been changed, etc.

6 SECONDARY AUDIO – (page 26) SECONDARY VIDEO – (page 26)

- **7 VIDEO SELECT** (page 21)
- **8 HOME MEDIA GALLERY** (page 31)
- 9 TOP MENU Press to display the top menu of the BD-ROM or DVD-Video.
- **10 ↑/↓/←/→** Use to select items, change settings and move the cursor.

**ENTER** – Press to execute the selected item or enter a setting that has been changed, etc.

- **11 HOME MENU** (page 36)
- **12** ► **PLAY** (page 24)
  - II PAUSE (page 24)
  - **STOP** (page 24)

**I**■ PREV/

• NEXT – (page 25)

**◄◄/◄॥/◄** – (page 25)

**I►/II►/►►** – (page 25)

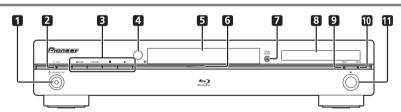
- **13 RED/GREEN/YELLOW/BLUE** Use these to navigate BD-ROM menus.
- **14 VIDEO ADJUST** (page 34)

**16 FL DIMMER** – When pressed, the brightness of the player's front panel display and the status of the indicators on the player's front panel changes.

Fuent			Indicators	5	
Front panel display	Front panel buttons	Blu-ray	PQLS	HDMI <sup>1</sup>	FL OFF
Bright	Lit	Bright	Lit	Lit	Off
Medium	Lit	Bright	Lit	Lit	Off
Dark	Lit	Dark	Lit	Lit	Off
Off	Off	Off	Off	Off	Lit

- 1. This lights when an HDMI-compatible device is connected to an **HDMI OUT** terminal (page 13).
- **17 ANGLE** (page 25)
- **18 OUTPUT RESOLUTION** (page 21)
- **19 PLAY MODE** (page 28)
- **20 POP UP MENU/MENU** Press to display the BD-ROM or DVD-Video menus.
- **21 DISPLAY** (page 26)
- **22 F TOOLS** (page 20)
- 23 **RETURN** Press to return to the previous screen.

# **Front Panel**

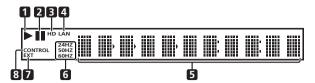


- 1 & STANDBY/ON Press to turn the power on and off. When the power is on, the indicator is lit.
- 2 FL OFF indicator Lights when the player's front panel display is turned off pressing FL DIMMER.
- 3 I◄◄/◄◄ Press to skip to the beginning of the previous title/chapter/track/file. Press and hold to start reverse scanning (page 25).
  - ►►/►►I Press to skip to the beginning of the next title/chapter/track/file. Press and hold to start forward scanning (page 25).
  - II Press during playback to pause. Press again to restart playback.
  - - Press to stop playback.

When the power is on, the above button indicators are lit.

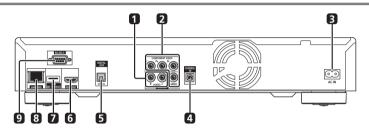
- 4 Remote control sensor Point the remote control to this, then operate it within approximately 7 m.

  The player may have trouble capturing remote control signals if there is a fluorescent light nearby. If this happens, move the player away from the fluorescent light.
- 5 Disc tray
- 6 Blu-ray indicator Lights when the power is turned on.
- 8 Front panel display
- **9 PQLS indicator** (page 14)
- **10 HDMI indicator** (page 13)
- **11** ► Press to start playback.



- **1** ► (page 24)
- 2 II (page 24)
- 3 HD This lights when an HDMI cable is connected and video signals are being output with a resolution of 1080/50i, 1080/50p, 720/50p, 1080/24p, 1080/60i, 1080/60p or 720/60p. It also lights when a component video cable is connected and video signals are being output with a resolution of 1080/60i or 720/60p.
- 4 LAN (page 17)
- 5 Character display Displays the title/chapter/track number, elapsed time, etc.
- 6 24HZ/50HZ/60HZ The frequency of the video frame or field being output lights.
- **7 EXT** (page 16)
- 8 CONTROL (page 14)

# **Rear Panel**



- 1 AUDIO OUT terminals (page 16)
- 2 VIDEO OUT terminals VIDEO – (page 16) COMPONENT VIDEO – (page 16)
- **3 AC IN** (page 17)
- 4 CONTROL IN terminal Use to control this player from the remote sensor of another Pioneer component with a CONTROL OUT terminal and bearing the mark. Connect the CONTROL OUT terminal of the other component to CONTROL IN on this player using a mini-plug cord (commercially available).



### **Caution**

- Be sure to connect cables for outputting the audio and video signals.
- When connected via System Control, point the remote control toward the connected component (such as an AV receiver or amplifier). The remote will not work correctly when pointed at this player.
- You cannot use System Control with components that do not have a System Control terminal or with components manufactured by companies other than Pioneer.

- 5 **DIGITAL OUT (OPTICAL) terminal** (page 16)
- 6 HDMI OUT terminal (page 15)
- 7 USB (BD STORAGE) port (page 16)
- **8 LAN (100) terminal** (page 17)
- **RS-232C terminal** This terminal is not used.

# **Chapter 2**

# **Connecting up**

Be sure to turn off the power and unplug the power cord from the power outlet whenever making or changing connections.

After connecting, make the settings at the **Setup Navigator** menu according to the type of cable connected (page 18).

Also refer to the operating instructions of the device being connected.

# Connecting using an HDMI cable

The audio and video signals can be transferred to HDMIcompatible devices as digital signals with no loss of sound or video quality.



- Make the settings at the Setup Navigator menu according to connected HDMI-compatible device (page 18).
- The HDMI indicator on the player's front panel lights when an HDMI-compatible device is connected to an HDMI OUT terminal (page 11).
- 1080p video signals may not be output, depending on the HDMI cable being used.

# **About HDMI**

This player incorporates High-Definition Multimedia Interface (HDMI™) technology.



HDMI, the HDMI Logo and High-Definition Multimedia Interface are trademarks or registered trademarks of HDMI Licensing, LLC.

The player supports Deep Color.

The conventional players can transmit a video signal with 8 bit color depth in the YCbCr 4:4:4 or RGB formats, the players supporting Deep Color can transmit a video signal with a color bit depth of greater than 8 bits per color component. Subtle color gradations can be reproduced when connected to a TV that supports Deep Color.

This product is compatible with "x.v.Color" that have the capability to realize a wide-gamut color space based on the xvYCC specifications.

Playing video signals conforming to "xvYCC" standards on this player when connected to an "x.v.Color"-compatible TV, etc., expands color reproduction

capabilities, allowing natural colors to be reproduced more faithfully than ever.

"x.v.Color" is a promotion name given to the products that have the capability to realize a wide-gamut color space based on the international standard specifications defined as xvYCC.

# x.v.Colour x.v.Color

"x.v.Color", x.v.Colour and x.v.Color are trademarks of Sony Corporation.

# Audio signals that can be transferred with the player's HDMI OUT terminal

- Dolby TrueHD
- · Dolby Digital Plus
- Dolby Digital
- DTS-HD Master Audio
- DTS-HD High Resolution Audio
- DTS Digital Surround
- MPEG-2 AAC
- Linear PCM

Linear PCM audio signals meeting the following conditions can be output:

- Sampling frequency: 32 kHz to 192 kHz
- Number of channels: Up to 8 (up to 6 for a 192 kHz sampling frequency)

For details, see *About the audio output settings* on page 45.

# About the HDMI High Speed Transmission

This player outputs 1080/50p, 1080/60p and Deep Color video signals. If your TV supports 1080/50p, 1080/60p or Deep Color signals, use a High Speed HDMI™ cable in order to take advantage of the maximum performance the player and TV can offer. Also set **HDMI High Speed Transmission** to **On** (page 38).

High Speed HDMI™ cables are tested to carry signals up to 1080p. 1080/50i, 1080/50p, 720/50p, 1080/24p, 1080/60i, 1080/60p and 720/60p video signals that are capable of Deep Color can also be carried.

# Note

- Set HDMI High Speed Transmission to Off when using an HDMI cable other than a High Speed HDMI™ cable (a Standard HDMI™ cable).
- The following restrictions apply when HDMI High Speed Transmission is set to Off:
  - Deep Color signals are not output.
  - If the output video resolution is set to **Auto**, the signals are output with a resolution of 1080/50i or 1080/60i when TV's preferred resolution is 1080/50p or 1080/60p.
  - When the output video resolution is set to 576i/480i or 576p/480p, Dolby TrueHD and DTS-HD Master Audio audio signals are output as Dolby Digital, DTS Digital Surround or linear PCM signals. 96 kHz or 192 kHz multi-channel audio signals are output as linear PCM 2-channel audio signals (page 45).
- When an HDMI cable with a built-in equalizer is connected, it may not operate properly.

# When connected to a DVI device

- It is not possible to connect DVI devices (computer displays, for example) that are not compatible with HDCP. HDCP is a specification to protect audiovisual content across the DVI/HDMI interface.
- No audio signals are output. Connect using an audio cable, etc.
- This player is designed for connection with HDMIcompatible devices. When connected to a DVI device, it may not operate properly depending on the DVI device.

# **About KURO LINK function**

The functions listed below work when a Pioneer KURO LINK-compatible Flat Screen TV, AV system (AV receiver or amplifier, etc.) or HD AV Converter is connected to the player using an HDMI cable.

## Functions operated from the TV

Such player operations as starting and stopping playback and displaying the menus can be performed from the Flat Screen TV.

### **Auto-select function**

The input switches automatically on the Flat Screen TV, AV system (AV receiver or amplifier, etc.) and HD AV Converter when playback is started on the player or the Home Menu or Home Media Gallery is displayed. When the input is switched, the playback picture, the Home Menu or Home Media Gallery appears on the Flat Screen TV

### Simultaneous power function

When playback on the player is started or the Home Menu or Home Media Gallery is displayed, if the Flat Screen TV's power was off, its power turns on automatically. When the Flat Screen TV's power is turned off, the player's power automatically turns off.

## **Unified language function**

When the language information from a connected Flat Screen TV is received, you can have the player's on-screen display language change automatically to that of the Flat Screen TV. This function is available only when playback is stopped and the menu screen is not displayed.

# Λ

## Caution

 Also refer to the operating instructions of the Flat Screen TV, AV system (AV receiver or amplifier, etc.) and HD AV Converter.



# Mote

• **CONTROL** on the player's front panel display lights when the KURO LINK function is activated (page 12).

### To use the KURO LINK function

- The KURO LINK function only works when outputting video signals from the **HDMI OUT** terminal.
- The KURO LINK function works when KURO LINK is set to On on the player (page 38).
- The KURO LINK function operates when KURO LINK is set to On for all devices connected with HDMI cables. Once connections and the settings of all the devices are finished, be sure to check that the player's picture is output to the Flat Screen TV. (Also check after changing the connected devices and reconnecting HDMI cables.) The KURO LINK function may not operate properly if the player's picture is not properly output to the Flat Screen TV.
- Use High Speed HDMI<sup>™</sup> cables when using the KURO LINK function. The KURO LINK function may not operate properly if other HDMI cables are used.
- For some models, the KURO LINK function may be referred to as "HDMI Control".
- The Simultaneous power function is activated when the player is set as follows (page 38):

Display Power On: On Display Power Off: On

## About PQLS function

The PQLS (Precision Quartz Lock System) is a transfer control technology using the KURO LINK function. The player's output signals are controlled from the AV receiver or amplifier to achieve high quality sound playback using the quartz oscillator of AV receiver or amplifier. This eliminates the influence of the jitter generated upon transfer which can adversely affect the sound quality.

 The player supports the "PQLS 2ch Audio" function that is only activated when playing audio CDs (CD-DAs), and the "PQLS Multi Surround" function that is activated when playing all discs (BDs, DVDs, etc.) with audio output in linear PCM. • The "PQLS 2ch Audio" function is only activated when a Pioneer AV receiver or amplifier compatible with the "PQLS 2ch Audio" function is connected directly to the player's **HDMI OUT** terminal using an HDMI cable, and when the player is set as follows (page 38):

KURO LINK: On PQLS: Auto

 The "PQLS Multi Surround" function is only activated when a Pioneer AV receiver or amplifier compatible with the "PQLS Multi Surround" function is connected directly to the player's **HDMI OUT** terminal using an HDMI cable, and when the player is set as follows (page 38):

HDMI Audio Out: PCM KURO LINK: On PQLS: Auto

- Also refer to the operating instructions of AV receiver or amplifier.
- Please see the Pioneer website for AV receivers or amplifiers that support the PQLS function.



## Caution

 If the output video resolution is switched, the PQLS function may not work. The function will work again once playback has been stopped then restarted.



• The **PQLS indicator** on the player's front panel lights when the PQLS function is activated (page 12).

# About connections to components of other makes supporting the KURO LINK function

The functions listed below work when a TV or AV system (AV receiver or amplifier, etc.) supporting the player's KURO LINK function is connected to the player using an HDMI cable. (Depending on your TV or AV system (AV receiver or amplifier, etc.), it could happen that not all of the functions will work.)

- Functions operated from the TV
- · Auto-select function
- Simultaneous power function
- · Unified language function

Please see the Pioneer website for the latest information on brands and model numbers of other brands that support the KURO LINK function.

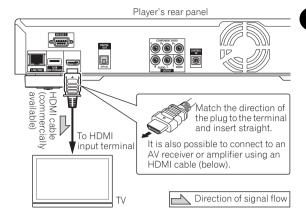
# Connecting a TV

See Connecting an AV receiver or amplifier below to connect an AV receiver or amplifier using an HDMI cable.



# Caution

- Hold the plug when connecting and disconnecting the cable.
- Placing a load on the plug could result in faulty contact and no video signals being output.



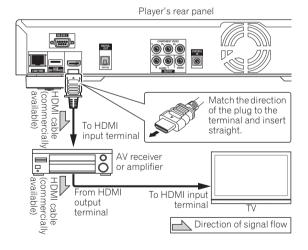
# Connecting an AV receiver or amplifier

Connect to an AV receiver or amplifier in order to enjoy the surround sound of Dolby TrueHD, Dolby Digital Plus, Dolby Digital, DTS-HD Master Audio, DTS-HD High Resolution Audio or DTS Digital Surround. For instructions on connecting the TV and speakers to the AV receiver or amplifier, refer to the operating instructions of AV receiver or amplifier.

# Λ

### Caution

- Hold the plug when connecting and disconnecting the cable.
- Placing a load on the plug could result in faulty contact and no video signals being output.



# **Connecting video and** audio cables



# **Note**

- Make the settings in the **Setup Navigator** menu according to the type of cable connected (page 18).
- To output video signals from this player, connect using one of the following (not including when connected using an HDMI cable): a component video cable or a video cable.

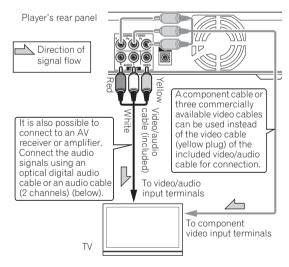
# Connecting a TV using a video/audio cable



### Caution

 Connect the player's video output directly to your TV.

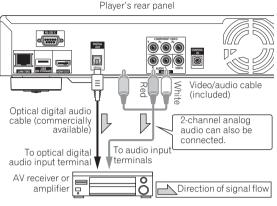
This player supports analog copy protection technology. Therefore the picture may not be displayed properly if connected to a TV via a DVD recorder/video deck or when playing the player's output material that is recorded by a DVD recorder/ video deck. Furthermore, the picture may not be displayed properly due to the copy protection when the player is connected to a TV with a built-in video deck. For details, contact the manufacturer of your



# Note

- Video signals are output with a resolution of 576/50i or 480/60i when connected using a video cable.
- When connected to the TV using a component video cable, video signals are not output with a resolution of 1080/50i, 1080/50p, 720/50p, 1080/24p or 1080/60p.
- · Depending on the output video resolution setting, the picture may not be output (page 21).

# Connecting an AV receiver or amplifier using an optical digital audio cable





## Note

 To switch the video from the AV receiver or amplifier. also connect the video output terminals.

# **Connecting components** to the USB port

The data downloaded with the BD-LIVE function and the data used with the BONUSVIEW function when playing BD-ROMs can be stored on a device connected to the **USB** port (external storage).

# **About USB (external storage)** devices

The USB (external storage) devices that can be connected to the player are as shown below.

- USB 2.0-compatible memory devices or hard disks
- FAT16 or FAT32 file system, minimum 1 GB capacity (2 GB or more recommended)



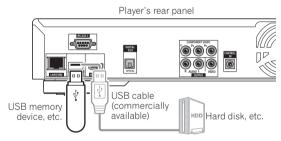
- Devices formatted with a file system other than the above cannot be used. Such devices may however be usable if they are formatted from the player.
- · External storage devices may not be recognized if they contain multiple partitions.
- Some external storage devices may not operate with this player.
- Operation of external storage devices (USB memory) devices, external hard disks, etc.) is not guaranteed.

# Connecting the USB (external storage) device



### Caution

- Be sure to turn the player's power off before connecting or disconnecting external storage devices.
- Use empty external storage devices (on which nothing is stored).
- When using an external hard disk as the external storage device, be sure to turn on the hard disk's power before turning on the player's power.
- If the external storage device is write-protected, be sure to disable the write-protection.
- When connecting the USB cable, hold onto the plug, set the plug in the proper direction for the port and insert it horizontally.
- Placing excessive loads on the plug may result in poor contact, making it impossible to write data on the external storage device.
- The player is equipped with an internal storage. This internal storage cannot be used when an external storage device is connected.
- When a USB memory device or external hard disk is connected and the player's power is turned on, do not unplug the power cord.





### Note

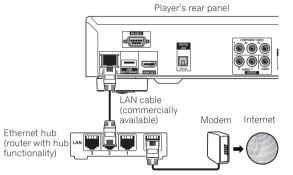
- The EXT indicator on the player's front panel display lights when data can be stored on the external storage (page 12).
- Devices may not work if connected to the USB port via a memory card reader or USB hub.
- Use a USB cable with a length of 2 meters or less.

# **Network connection**

BD-LIVE functions such as downloading movie trailers or additional audio and subtitle languages and playing on-line games can be enjoyed over the Internet. The player's software can also be updated over the Internet (page 44). Connect an Ethernet hub (or a router with hub functionality) that is connected to the Internet to the player. Be sure to use a 100BASE-TX compatible Ethernet hub or router.

# **Connecting via an Ethernet hub**

The player can be connected to an Ethernet hub using a LAN cable.





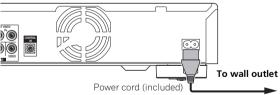
## Note

- LAN on the player's front panel display lights when there is an active local area network (LAN) connection (page 12).
- If there is an available DHCP server in your local area network, the IP address is obtained automatically.
   Otherwise, set IP address manually (page 41).
- For some Internet service providers, you may have to set the individual network configuration manually. In this case, see page 41.
- Pioneer is not responsible for any malfunction of the player due to communication error/malfunctions associated with your network connection and/or your connected equipment. Please contact your Internet service provider or network device manufacturer.

# Connecting the power cord

Connect the power cord after all the connections between devices have been completed.





# **Chapter 3**

# **Getting Started**

# Making settings using the Setup Navigator menu

Be sure to perform these settings when using the player for the first time.



### Caution

- Before turning on the power, check that the connections between the player and other devices are correct. Also, turn on the power of the devices connected to the player before turning on the player's power.
- When using a Pioneer Flat Screen TV or front projector compatible with the KURO LINK function, set KURO LINK to On on the connected device before turning on the player's power.
- The screen in step 11 and test tones are output simultaneously according to the settings in steps 4 to 7. Lower the volume of the devices connected with the player.



## Note

 When a Pioneer Flat Screen TV or front projector compatible with the KURO LINK function is connected to the player using an HDMI cable, the player is automatically set to the optimum picture quality for the connected device.



# **1** Turn on the TV's power and switch the input. See the TV's operating instructions for instructions on operating the TV.

# 2 Turn on the player's power. Press & STANDBY/ON.

Check that the **Setup Navigator** menu is displayed.

# If the Setup Navigator menu is not displayed

► Press HOME MENU to display the Home Menu, select Initial Setup → Setup Navigator → Start, then press ENTER.

### 3 Select the OSD language.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

### Example (U.K. models):

#### Setup Navigator BD PLAYER

Please select the on-screen display language.

#### English

français Deutsch

Italiano Español Русский

Audio, subtitle and BDMV/DVD-Video menu language will also be set.

When a Pioneer Flat Screen TV that is compatible with KURO LINK is connected to this player's **HDMI OUT** terminal, language settings are imported from the Pioneer Flat Screen TV's language settings before **Setup Navigator** begins.

# 4 Select and set the video and audio output terminals.

Select the actually connected video and audio output terminals.

Use  $\uparrow/\downarrow/\leftarrow/\rightarrow$  to select, then press **ENTER**.

Set	tting item	Output terminal name							
Vid	HDMI COMPONENT VIDEO	HDMI OUT	_						
eo	COMPONENT VIDEO	VIDEO OUT	COMPONENT VIDEO						
	VIDEO	-	VIDEO						
Auc	HDMI	HDMI OUT	_						
9	DIGITAL AUDIO	DIGITAL OUT	_						
	ANALOG AUDIO	AUDIO OUT	_						



## Caution

- When HDMI is selected for Video, no video signals are output from the COMPONENT VIDEO or VIDEO output terminals.
- When COMPONENT VIDEO or VIDEO is selected at Video, no video signals are output from the HDMI OUT terminal.
- The video and audio signals output from the set output terminals are output synchronously (lip synchronization).
- When COMPONENT VIDEO or VIDEO is selected at Video, no sound is output if HDMI is selected at Audio.

Follow the procedure below to redo the connections, then select the proper connection at the setup screen.

 When connecting using component video cables or a video cable to watch the picture, connect to an AV receiver or amplifier, or a TV using either analog audio cables, an optical digital audio cable (page 16).

- To listen to audio with the player connected to an AV receiver or amplifier with an HDMI cable, connect the TV to the AV receiver or amplifier using an HDMI cable (page 15).
- When HDMI or DIGITAL AUDIO is selected at Audio, linear PCM audio signals (2 channels) are output from all terminals other than the ones selected at Audio.
- When ANALOG AUDIO is selected at Audio, no audio signals are output from the HDMI OUT or DIGITAL OUT terminals.

For steps 5 to 8, the step to which you should proceed depends on the combination of the Video and Audio settings.

# 5 Select and set the HDMI High Speed Transmission setting for the HDMI OUT terminal.

Use  $\leftarrow/\Rightarrow$  to select, then press **ENTER**.

When **HDMI High Speed Transmission** for the **HDMI OUT** terminal is set to **On**, use a High Speed HDMI<sup>™</sup>
cable. The picture and sound may not be output properly if any other HDMI cable (for example a standard HDMI<sup>™</sup>
cable) or an HDMI cable with built-in equalizer is used.

# 6 Select the output video resolution from the COMPONENT VIDEO output terminals.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

For details on the resolution settings, see *Switching the output video resolution* on page 21.

### 7 Select the aspect ratio of your TV.

Use **↑**/**↓** to select, then press **ENTER**.

## 8 Select the PQLS.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.



- Only when a Pioneer AV receiver or amplifier is connected, PQLS Screen appears.
- The PQLS function works when linear PCM audio signals are output. Therefore the linear PCM audio signals obtained by decoding all audio signals are output from **HDMI OUT** terminal. For details, see About the audio output settings on page 45.
- When **Use** is select, the player is set to the settings below.

HDMI Audio Out: PCM KURO LINK: On POLS: Auto

 For details on the PQLS function, About PQLS function on page 14.

## 9 Check the settings.

Select **Proceed**, then press **ENTER**.

#### 10 Output test tones.

Use ←/→ to select Yes, then press ENTER.

### 11 Finish the Setup Navigator menu.

Use  $\leftarrow/\Rightarrow$  to select **Finish**, then press **ENTER**.

To redo the settings from the start, select **Go Back**.

Depending on the output terminal setting of step 4 or the HDMI cable being used, it may happen that no picture and/or sound is output. If this happens, the setup returns to step 4 if there is no operation for over 30 seconds. Once the setup returns to step 4, redo the settings according to the connected devices and the HDMI cable being used.

# 12 Checking the picture quality settings or setting the picture quality.

If a Pioneer Flat Screen TV or projector is connected to the player and **HDMI** is selected for **Video** in step 4, the player sets the picture quality automatically. The automatic picture quality setting screen appears. Press **ENTER**.

When the automatic picture quality setting screen does not appear, the manual picture quality setting screen appears. Use  $\uparrow / \downarrow$  to select the connected component, then press **ENTER**.

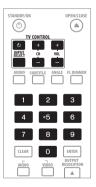
# Operating the TV with the player's remote control

When the manufacturer code for your brand of TV is set on the player's remote control, the TV can be operated using the player's remote control.



### **Caution**

- For some models it may not be possible to operate the TV with the player's remote control, even for TVs of brands listed on the manufacturer code list.
- The setting may be restored to the default after the batteries are replaced. If this happens, reset it.



## 1 Input the 2-digit manufacturer code.

Press the number buttons (0 to 9) to input the code while pressing **TV CONTROL O**.



- The factory setting is 00 (PIONEER).
- If you make a mistake when inputting the code, release TV CONTROL & then start over from the beginning.

· When there are multiple codes for a manufacturer, try inputting them in the indicated order until the TV can be operated.

## 2 Check that the TV can be operated.

Operate the TV using TV CONTROL.

**O** – Press to turn the TV's power on and off.

**INPUT SELECT** – Press to switch the TV's input.

CH +/- - Press to select the TV channel.

**VOL +/-** - Press to adjust the volume.

# TV Preset code list

### Manufacturer Code(s)

PIONEER 00, 31, 32, 07, 36, 42, 51, ERRES 07 ADMIRAL 31 **AIWA** 60 **AKAI** 32, 35, 42 AKURA 41 ALBA 07, 39, 41, 44 **AMSTRAD** 42, 44, 47 **ANITECH** 44 **ASA** 45 ASUKA 41 AUDIOGONIC 07, 36 BASIC LINE 41, 44

**BAUR** 31, 07, 42 **BEKO** 38 REON 07 **BLAUPUNKT** 31 BLUE SKY 41 **BLUE STAR** 18 **BPL** 18

**BRANDT** 36 **BTC** 41

BUSH 07, 41, 42, 44, 47, 56 CASCADE 44

CATHAY 07 CENTURION 07 CGR 42 CIMLINE 44 CLARIVOX 07 **CLATRONIC** 38

CONDOR 38 **CONTEC** 44 CROSLEY 32 CROWN 38, 44 CRYSTAL 42

CYBERTRON 41 **DAEWOO** 07, 44, 56 **DAINICHI** 41 DANSAI 07 **DAYTON** 44 **DECCA** 07, 48

DIXI 07 44 **DUMONT** 53 **FLIN** 07 FLITE 41 **ELTA** 44 **EMERSON** 42

FERGUSON 07, 36, 51 FINLANDIA 35, 43, 54 FINLUX 32, 07, 45, 48, 53, 54 FIRSTLINE 40, 44 FISHER 32, 35, 38, 45 FORMENTI 32, 07, 42 FRONTECH 31 42 46

FRONTECH/PROTECH 32 **FUJITSU** 48 **FUNAI** 40, 46, 58 **GBC** 32, 42

GE 00, 01, 08, 07, 10, 11, 17, 02,

GEC 07, 34, 48 **GELOSO** 32, 44 **GENERAL** 29 **GENEXXA** 31, 41

GOLDSTAR 10, 23, 21, 02, 07, 50 **GOODMANS** 07, 39, 47, 48, 56

**GORENJE** 38 **GPM** 41 **GRAETZ** 31, 42

**GRANADA** 07, 35, 42, 43, 48

**GRADIENTE** 30, 57 **GRANDIN** 18 **GRUNDIG** 31, 53 HANSEATIC 07, 42 **HCM** 18, 44 HINARI 07, 41, 44 HISAWA 18

HITACHI 31, 33, 34, 36, 42, 43, 54, 06, 10, 24, 25, 18

**HUANYU** 56 HYPSON 07, 18, 46 ICE 46, 47 IMPERIAL 38, 42 INDIANA 07 **INGELEN** 31

INTERFUNK 31, 32, 07, 42 **INTERVISION** 46, 49

ISUKAI 41 ITC 42 ITT 31, 32, 42 **JEC** 05 **JVC** 13, 23 **KAISUI** 18, 41, 44 KAPSCH 31

KENDO 42 **KENNEDY** 32, 42 KORPEL 07 KOYODA 44 **LEYCO** 07, 40, 46, 48 LIESENK&TTER 07 LOFWE 07 **LUXOR** 32, 42, 43

M-ELECTRONIC 31, 44, 45, 54, 56, SBR 07, 34

07.36.51

MAGNADYNE 32, 49 MAGNAFON 49 MAGNAVOX 07, 10, 03, 12, 29

**MANESTH** 39, 46 MARANTZ 07 MARK 07

**MATSUI** 07, 39, 40, 42, 44, 47, 48

MCMICHAEL 34 MEDIATOR 07 **MEMOREX** 44 **METZ** 31

MINERVA 31, 53 MITSUBISHI 09, 10, 02, 21, 31

**MULTITECH** 44, 49 NEC 59

NECKERMANN 31, 07 **NEI** 07, 42

NIKKAI 05, 07, 41, 46, 48

**NOBLIKO** 49 **NOKIA** 32, 42, 52

**NORDMENDE** 32, 36, 51, 52 OCEANIC 31, 32, 42

ORION 32, 07, 39, 40 **OSAKI** 41, 46, 48 OSO 41

**OSUME** 48

OTTO VERSAND 31, 32, 07, 42

PALLADIUM 38 PANAMA 46

PANASONIC 31, 07, 08, 42, 22

**PATHO CINEMA** 42 PAUSA 44 **PHILCO** 32, 42

**PHILIPS** 31, 07, 34, 56, 68 PHOENIX 32 PHONOLA 07

**PROFEX** 42, 44 **PROTECH** 07, 42, 44, 46, 49 QUELLE 31, 32, 07, 42, 45, 53

R-LINE 07 RADIOLA 07 **RADIOSHACK** 10, 23, 21, 02

**RBM** 53 **RCA** 01, 10, 15, 16, 17, 18, 61, 62,

**REDIFFUSION** 32, 42

**REX** 31, 46

**ROADSTAR** 41, 44, 46 **SABA** 31, 36, 42, 51 **SAISHO** 39, 44, 46 **SALORA** 31, 32, 42, 43

**SAMSUNG** 07, 38, 44, 46, 69, 70 **SANYO** 35, 45, 48, 21, 14, 91

**SAMRERS** 49

**SCHAUB LORENZ** 42 **SCHNEIDER** 07, 41, 47 **SEG** 42, 46 **SEI** 32, 40, 49 **SELECO** 31, 42 SHARP 02, 19, 27, 67, 90 **SIAREM** 32, 49 SIEMENS 31 **SINUDYNE** 32, 39, 40, 49

**SKANTIC** 43 SOLAVOX 31 **SONOKO** 07, 44 **SONOLOR** 31, 35 SONTEC 07 SONY 04 **SOUNDWAVE** 07 STANDARD 41, 44 STERN 31

SUSUMU 41 SYSLINE 07 **TANDY** 31, 41, 48 **TASHIKO** 34 **TATUNG** 07, 48 TFC 42 TELEAVIA 36

TELEFUNKEN 36, 37, 52

**TELETECH** 44 **TENSAI** 40, 41

**THOMSON** 36, 51, 52, 63 THORN 31, 07, 42, 45, 48

TOMASHI 18 TOSHIBA 05, 02, 26, 21, 53

TOWADA 42 **ULTRAVOX** 32, 42, 49

UNIDEN 92 UNIVERSUM 31, 07, 38, 42, 45,

46 54 VESTEL 07 VICTOR 13 VOXSON 31 WALTHAM 43 WATSON 07

WATT RADIO 32, 42, 49 WHITE WESTINGHOUSE 07 **YOKO** 07, 42, 46

**ZENITH** 03 20

# Using the TOOLS menu

Various functions can be called out according to the player's operating status.



## 1 Display the TOOLS menu.

Press **F** TOOLS.



#### 2 Select and set the item.

Use **↑**/**↓** to select, then press **ENTER**.



• Items that cannot be changed are displayed in gray. The items that can be selected depend on the player's status

# \* To change the setting of the selected item

Use ←/→ to change.

## \* To close the TOOLS menu

Press **F** TOOLS or **TOOLS** or

## \* TOOLS menu item list

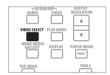
V 10025 IIIC	ila recini iise
Item	Description
Play from Beginning	Play the selected title, track or file from the start.
Slideshow	Play a slideshow of the image files on the selected disc or folder.
Play Mode	Display the Play Mode screen (page 28).
Video Adjust	Display the picture quality adjustment screen (page 34).
Secondary Video	Switch the BD-ROM's secondary video (Picture-in-Picture) (page 26).
Subtitle	Switch the subtitles (page 25).
Angle	Switch the BD-ROM/DVD-Video disc's camera angles (page 25).
Rotate	Rotate the image while playing a slideshow (page 32).
Audio Adjust	Display the audio adjustment menu (page 35).
Audio	Switch the audio (page 26).
Secondary Audio	Switch the BD-ROM's secondary audio (page 26).
Now Playing	Display the playback screen of the currently playing track or file.
Original/Play List	Switch the DVD-R/-RW's (VR format) list screen between the original list and the playlist.
Add to HMG Playlist	Add the selected track or file to the HMG Playlist (page 32).
Delete from HMG Playlist	Delete the selected track or file from the HMG Playlist (page 33).
Output Video Resolution	Switch the output video resolution from the various output terminals (page 21).

# Switching the video output terminal to be viewed

Use the procedure below to switch the video output signal to be viewed between the **HDMI OUT** terminal and an analog output terminal (COMPONENT VIDEO or VIDEO output terminals).

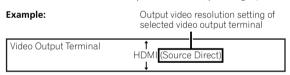
## Caution

- The picture may not be displayed for a while when the video output terminal is switched.
- When the **HDMI OUT** terminal is selected, no video signals are output from the other video output terminals.
- When a video output terminal other than the HDMI **OUT** terminal is selected, no audio and video signals are output from the **HDMI OUT** terminal.



### Press VIDEO SELECT.

 The current video output terminal is displayed on the TV screen and on the player's front panel display. To switch the video output terminals, press 1/4.



 The video output terminal setting can also be switched by pressing I◄◄ ◄◄ /►► ►►I on the player's front panel.

# Switching the output video resolution

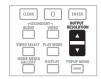
Use the procedure below to switch the output video resolution from the various video output terminals.



# Caution

- On some devices (TV, AV receiver or amplifier, etc.), the video or audio may not be output properly when the resolution is switched. If this happens, use **OUTPUT RESOLUTION** to set a resolution at which the video and audio are properly output.
- When video signals are being output with a resolution of 1080/50i, 1080/50p, 720/50p, 1080/24p, 1080/60i, 1080/60p or 720/60p from the **HDMI OUT** terminal or **COMPONENT VIDEO** output terminals, the picture may be output with an aspect ratio of 16:9, even if the TV Aspect Ratio is set to 4:3 (Standard).

 The picture may not be displayed for a while when the resolution is switched.



### Press OUTPUT RESOLUTION.

 The current output video resolution setting is displayed on the TV screen and on the player's front panel display.

To switch the output video resolution, press **OUTPUT RESOLUTION** again or press **↑**/↓.

• The output video resolution depends on the video output terminal (page 23).

Example:

Video resolution of the currently playing disc

Output Video Resolution † Source : 1080/50i Auto Current Output : 1080/50i

Output video resolution from the player

 The output video resolution setting can also be switched by selecting Output Video Resolution from the TOOLS menu.

# About the frame/field frequency and NTSC/PAL TV systems

*U.K., Australia* and New Zealand models: By factory default setting, the frame/field frequency is set for an output of 50 Hz, and the video signal output from the **VIDEO** output terminals is set to be output in the PAL TV system format. When sources with a frame/field frequency of 60 Hz or 24 Hz are played, the output frame/field frequency automatically switches to 60 Hz (or 24 Hz for HDMI, depending on the setting), and the TV system format for the video signal output from the **VIDEO** output terminals depends on the **NTSC on PAL TV** setting.

Others: By factory default setting, the frame/field frequency is set for an output of 60 Hz, and the TV system format for the video signal output from the VIDEO output terminals depends on the NTSC on PAL TV setting. When sources with a frame/field frequency of 50 Hz are played, the output frame/field frequency automatically switches to 50 Hz, and the video signal output from the VIDEO output terminals is set to be output in the PAL TV system format.

When playback is stopped, the frame/field frequency and TV system settings remain at the settings last used. The frame/field frequency and TV system settings do not change even when the power is turned off. They only switch when a video material with a different frame/field frequency is played.

If the picture is not displayed on the TV when a source with a different frame/field frequency is played, use the procedure below to switch the frame/field frequency and TV system settings for the signal output from the player.

Eject the disc, then press the ▲ OPEN/CLOSE button on the front panel while pressing the ▶ button to switch to a different frame/field frequency. The frame/field frequency switches between 50 Hz and 60 Hz each time this operation is performed. The indicator for the frame frequency's current setting lights on the front panel display (page 12).

### About Film material

The film material is a video signal with a frame rate of 24 frames/second. For example, these materials include 1080/24p, 720/24p, etc.

# \* To output film material

To output 1080/24p film material from **HDMI OUT** terminal, set the output video resolution to either **Auto** or **Source Direct**.



### Caution

- 1080/24p signals can only be output from the HDMI OUT terminal. They cannot be output from other video terminals.
- When Auto is selected, the picture is output at 60 frames/second if your TV is not compatible with 1080/ 24p signals.
- When Source Direct is selected, the signals are output as such, even if your TV is not compatible with 1080/24p signals. If the picture is not displayed properly, use OUTPUT RESOLUTION to set an output video resolution at which the video and audio signals are properly output.
- Even if **Auto** or **Source Direct** is selected, 720/24p video signals are output at 60 frames/second.

# \* About the output video resolution

The output video resolution setting and the resolution of the picture that is actually output differ for the different terminals. See the table below. The table below shows the output video resolution for the different terminals when the frame/field frequency of the playback source is 50 Hz on the upper line, the resolutions when the source's frame/field frequency is 60 Hz and 24 Hz on the lower line.

Output	HD	MI <sup>1</sup>	COMPONENT VIDEO/VIDEO <sup>1</sup>							
video resolution setting	HDMI OUT terminal	COMPONENT VIDEO/VIDEO output terminals	HDMI OUT terminal	COMPONENT VIDEO output terminals <sup>2</sup>	VIDEO output terminal <sup>2</sup>	(TV system)				
Auto <sup>3</sup>	Resolution preferred by TV <sup>4,5,6</sup>	No video signals are output	No video signals are output	_	_	_				
576i or 480i	576/50i	-		576/50i	576/50i	PAL				
	480/60i	=		480/60i	480/60i	*7				
576p or 480p	576/50p	-		576/50p	576/50i	PAL				
	480/60p	-		480/60p	480/60i	*7				
1080i	1080/50i	-		576/50p	576/50i	PAL				
	1080/60i	-		1080/60i <sup>8,9</sup>	480/60i	<b>*</b> <sup>7</sup>				
1080p <sup>3</sup>	1080/50p <sup>10,11</sup>	-		_	_	_				
	1080/60p <sup>10,11</sup>	-								
Source Direct	Resolution recorded	-		Resolution recorded	576/50i	PAL				
	on disc <sup>5,12,13</sup>			on disc <sup>9,12,13,14</sup>	480/60i	*7				

- 1. The video output terminal set at Video in the Setup Navigator (page 18) or the video output terminal selected with VIDEO SELECT (page 21).
- 2. Depending on the BD, the pictures may not be output.
- 3. This cannot be selected when the video output terminal is set to COMPONENT VIDEO/VIDEO.
- 4. The pictures are output with the preferred output resolution of the device (TV, AV receiver or amplifier, etc.) connected to **HDMI OUT** terminal
- 5. For details on the output of film material (1080/24p or 720/24p video signals), see To output film material on page 22.
- 6. Sources with a resolution of 720/50p, 720/60p and 720/24p are output at 1080/50i or 1080/60i even if the TV's recommended resolution is 1080/50p or 1080/60p.
- 7. Depends on the NTSC on PAL TV setting (page 37).
- 8. DVD-Video or DVD-R/-RW (VR format) may be output at 480/60p.
- 9. BD-ROM or BD-R/-RE may be output at 480/60p.
- 10. Depending on the connected HDMI cable, the video signals may not be output.
- 11. Sources with a resolution of 720/50p, 720/60p and 720/24p are output at 1080/50i or 1080/60i.
- 12. Depending on the connected TV, the video signals may not be output.
- 13. 720/24p film material is output at 720/60p.
- 14. 1080/24p film material is output at 1080/60i.

# **Chapter 4 Playback**

# **Playing discs or files**

This section describes the player's main operations.

For the types of discs that can be played, see *Playable* discs on page 7. For the types of files that can be played. see Playable files on page 9. Video, image and audio files recorded on discs are played with the Home Media Gallery (page 31).



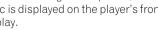
# 1 Press & STANDBY/ON to turn on the power.

Turn the TV's power on and switch its input beforehand.

## load the disc.



- Load the disc with the printed side facing
- Several dozen seconds are required to read the disc. Once reading is completed, the type of disc is displayed on the player's front panel display.



# 3 Press ► PLAY to play the disc.

- ▶ on the player's front panel display lights during playback.
  - To pause, press II PAUSE during playback. II on the player's front panel display lights when playback is paused.
  - To stop, press STOP during playback.



- Some discs start playing automatically when the disc tray is closed.
- DVD-Video discs have parental lock features. Input the password registered in the player's settings to unlock the parental lock. For details, see page 43.
- For some BD-R/-RE, playback protection is set for the disc or titles. Input the code number set for the disc to unlock the protection.
- Check *Troubleshooting* on page 55 if video or audio signals are not being output properly.

# If the disc menu is displayed

For some discs, the disc menu is displayed automatically when playback starts. The contents of the disc menu and the way to operate differ from disc to disc.

# \* Resuming playback from where it was stopped (resume playback function)

- When **STOP** is pressed during playback, the point at which the disc stopped is stored in the memory. When ▶ PLAY is pressed, playback resumes from that point.
- For audio CDs and audio files, playback starts from the beginning of the track/file that was playing.
- If the stop mode was set while playing a slideshow of image files, playback starts from the image file last displayed.
- To cancel the resume playback function, press ■ STOP while playback is stopped.



- The resume playback function is canceled automatically in the following cases:
  - When the disc tray is opened.
  - When the file list window is switched.
  - When the power is turned off. (For BDs and DVDs this does not cancel the resume playback function.)
- The resume playback function cannot be used for some discs.

# Forward and reverse scanning

### During playback, press ◄◄ or ►►.

- The scanning speed switches each time the button is pressed. The speed steps depend on the disc or file (the speed is displayed on the TV screen).
- Forward or reverse scanning is also possible by holding the button down. Normal playback resumes when the button is released.

# \* To resume normal playback

▶ Press ▶ PLAY.

# Playing specific titles, chapters or tracks

# ▶ Input the number of the title, chapter or track you want to play.

- Use the number buttons (0 to 9) to input the number, then press ENTER.
- Press **CLEAR** to clear the values you have input.

# **Skipping content**

### ▶ Press I◄◄ PREV or ▶►I NEXT.

- When >>I NEXT is pressed, the playback skips ahead to the beginning of the next title/chapter/track/ file.
- When I◄◄ PREV is pressed, the playback skips back to the beginning of the currently playing title/chapter/ track/file. Press twice to skip back to the beginning of the previous title/chapter/track/file.

# Playing in slow motion

## While playback is paused, press and hold ◄॥/◄। or I►/॥►.

- The speed switches each time the button is pressed (the speed is displayed on the TV screen). The speed steps depend on the disc or file.
- \* To resume normal playback
- ▶ Press ▶ PLAY.

# **Step forward and step reverse**

- While playback is paused, press ◄॥/◄( or )►/॥►.
- The picture moves a step forward or reverse each time the button is pressed.

## **❖** To resume normal playback

▶ Press ▶ PLAY.

# **Switching the camera angles**

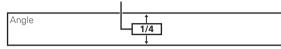
For BD-ROM and DVD-Video discs on which multiple angles are recorded, the angles can be switched during playback.

## **▶** During playback, press ANGLE.

 The current angle and total number of recorded angles are displayed on the TV screen and on the player's front panel display.

Example:

Current angle/Total number of recorded angles



- The angles can also be switched by selecting Angle from the TOOLS menu.
- If the angles are not switched when ANGLE is pressed, switch them from the menu screen.

# Switching the subtitles

For discs or files on which multiple subtitles are recorded, the subtitles can be switched during playback.



### **Caution**

• The subtitles cannot be switched for discs recorded on a DVD or BD recorder. Also refer to the operating instructions of the device used for recording.

### During playback, press SUBTITLE.

 The current subtitle and total number of recorded subtitles are displayed on the TV screen and on the player's front panel display.

To switch the subtitle, press **SUBTITLE** again or press  $\uparrow \downarrow \downarrow$ .

■/ ▼ Example:

Current subtitle/Total number of recorded subtitles



- The subtitles can also be switched by selecting Subtitle from the TOOLS menu.
- If the subtitles are not switched when SUBTITLE is pressed, switch them from the menu screen.

# **\*** Turning the subtitles off

Press SUBTITLE, then press CLEAR.

# ❖ About displaying external subtitle files while playing DivX media files

In addition to the subtitles recorded in DivX media files, this player also supports the display of external subtitle files. If a file has the same name as a DivX media file aside from the file extension and the extension is one of the extensions listed below, the file is treated as an external subtitle file. Note that DivX media files and external

subtitle files must be located in the same folder. Only one external subtitle file can be displayed on this player. Use a computer, etc., to delete any external subtitle files you do not want to display from the disc.

.srt, .sub, .txt, .smi, .ssa, .ass

If the language code is specified for the external subtitle file, the subtitles are displayed with the font corresponding to that language code. If no language code is specified, the subtitles are displayed with the font corresponding to the language code set at **Subtitle Language** (page 39). The same font is used for the all the languages in each of the groups below.

Group 1	Afrikaans(af/afr), Basque(eu/eus), Catalan(ca/cat), Danish(da/dan), Dutch(nl/nld), English(en/eng), Faroese(fo/fao), Finnish(fi/fin), French(fr/fra), Galician(gl/glg), German(de/deu), Guarani(gn/grn), Icelandic(is/isl), Irish(ga/gle), Italian(it/ita), Latin(Ia/lat), Norwegian(no/nor), Portuguese(pt/por), Rhaeto-Romance(rm/roh), Scots-Gaelic(gd/gla), Spanish(es/spa), Swahili(sw/swa), Swedish(sv/swe), Zulu(zu/zul)
Group 2	Albanian(sq/sqi), Croatian(hr/hrv), Czech(cs/ces), Hungarian(hu/hun), Polish(pl/pol), Romanian(ro/ron), Slovak(sk/slk), Slovenian(sl/slv)
Group 3	Belarusian(be/bel), Bulgarian(bg/bul), Macedonian(mk/mkd), Moldavian(mo/mol), Russian(ru/rus), Serbian(sr/srp), Ukrainian(uk/ukr)
Group 4	Greek(el/ell)
Group 5	Estonian(et/est), Kurdish(ku/kur), Turkish(tr/tur)



• Depending on the file, the external subtitles may not be displayed properly.

# Switching the audio and secondary audio

For discs or files on which multiple audio streams/ channels are recorded, audio streams/channels can be switched during playback. Also use this procedure to switch the secondary audio for BD-ROMs on which secondary audio is recorded.

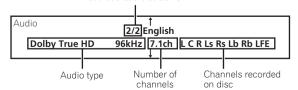
## During playback, press AUDIO.

 The current audio and total number of recorded audio streams are displayed on the TV screen and on the player's front panel display.

To switch the audio, press **AUDIO** again or press **1**/

 To switch the secondary audio, press SECONDARY AUDIO.

Example: Current audio/Total number of recorded audio streams



 The audio/secondary audio can also be switched by selecting Audio or Secondary Audio from the TOOLS menu.

- If the audio/secondary audio is not switched when AUDIO/SECONDARY AUDIO is pressed, switch it from the menu screen.
- Turning the Secondary Audio off
- ▶ Press SECONDARY AUDIO, then press CLEAR.

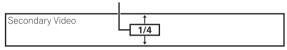
# Switching the secondary video

Use the procedure below to switch the secondary video (Picture-in-Picture) recorded on the BD-ROM.

# ▶ During playback, press SECONDARY VIDEO.

 The current secondary video and total number of recorded secondary video streams are displayed on the TV screen and on the player's front panel display. To switch the secondary video, press SECONDARY VIDEO again or press 1/4.

**Example:** Current secondary video/Total number of recorded secondary video streams



- The secondary video can also be switched by selecting Secondary Video from the TOOLS menu.
- If the secondary video is not switched when SECONDARY VIDEO is pressed, switch it from the menu screen.

# \* Turning the Secondary Video off

▶ Press SECONDARY VIDEO, then press CLEAR.

# Displaying the disc information

### Press DISPLAY.

The disc information appears on the TV screen. The information switches each time the button is pressed. The information display differs during playback and when playback is stopped.

# **Playback functions**

The functions that can be used differ according to the type of disc and file. In some cases, some of the functions cannot be used. Check the usable functions on the table below.

	Disc/file type									
Function <sup>1</sup>	BD- ROM	BD-R /-RE	DVD- Video	DVD-R /-RW (VR format)	AVCHD	Video file	lmage file	Audio file	Audio CD	
Forward and reverse scanning <sup>2</sup>	<b>√</b> 3	<b>√</b> 3	<b>√</b> 3	<b>√</b> 3	<b>√</b> 3	<b>√</b> 3	Х	<b>✓</b> <sup>4</sup>	<b>√</b> <sup>4</sup>	
Playing specific titles, chapters or tracks	1	1	1	1	✓	Х	Х	Х	1	
Skipping content	✓	1	1	1	✓	✓	1	1	1	
Playing in slow motion <sup>2,5</sup>	✓	1	1	1	1	<b>√</b> 6	Х	Х	Х	
Step forward and step reverse <sup>2</sup>	1	1	✓	✓	✓	✓7	Х	Х	Х	
Switching the camera angles <sup>8</sup>	1	Х	✓	Х	Х	Х	Х	Х	Х	
Switching the subtitles <sup>9</sup>	1	1	✓	✓	✓	✓	Х	Х	Х	
Switching the audio <sup>10</sup>	1	1	✓	✓	✓	✓	Х	Х	1	
Switching the secondary audio <sup>11</sup>	<b>√</b> 12	Х	Х	Х	Х	Х	Х	Х	Х	
Switching the secondary video <sup>13</sup>	<b>√</b> 14	Х	Х	Х	Х	Х	Х	Х	Х	
Displaying the disc information	✓	1	1	1	1	✓	1	Х	Х	

- Some functions may not work for some discs or files, even if indicated [✓] on the table.
- For some discs, normal playback resumes automatically when the chapter switches.
- No sound is produced during forward and reverse scanning.
- Sound is produced during forward and reverse scanning.
- · No sound is output during slow motion playback.
  - It is not possible to switch the speed during reverse slow motion playback.
- 6. Reverse slow motion playback is not possible.
- Reverse step playback is not possible.
- Angle mark  $\Omega_{\rm i}$  is displayed for scenes at which multiple angles are recorded if **Angle/Secondary Indicator** is set to **On** (page 39).

   The types of recorded subtitles depend on the disc and file.
- - In some cases the subtitle may switch or the switching screen provided on the disc may be displayed immediately, without the current subtitle or the total number of subtitles recorded on the disc being displayed.
- 10. The types of recorded audio streams depend on the disc and file.
- 11. The types of recorded secondary audio streams depend on the disc and file.
  - In some cases the secondary audio may switch or the switching screen provided on the disc may be displayed immediately, without the current secondary audio or the total number of secondary audio streams recorded on the disc being displayed.
  - Secondary audio mark 🕰 is displayed for scenes at which secondary audio is recorded if Angle/Secondary Indicator is set to On
- 12. Some discs do not include secondary audio.
- 13. In some cases the secondary video may switch or the switching screen provided on the disc may be displayed immediately, without the current secondary video or the total number of secondary video streams recorded on the disc being displayed
  - Secondary video mark 🕞 is displayed for scenes at which secondary video is recorded if Angle/Secondary Indicator is set to On (page 39).
- 14. Some discs do not include secondary video.

# **Using the Play Mode functions**



# Playing from a specific time (Time Search)

## 1 During playback, press PLAY MODE to display the Play Mode screen.

The Play Mode screen can also be displayed by selecting Play Mode from the TOOLS menu.

### 2 Select Time Search.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

# 3 Input the time.

Use the number buttons (0 to 9) or  $\uparrow/\downarrow$  to input the time. Use  $\leftarrow/\Rightarrow$  to move the cursor.

- To play from 45 minutes, input **0**, **0**, **4**, **5**, **0** and **0**, then press ENTER.
- To play from 1 hour 20 minutes, input 0, 1, 2, 0, 0 and **0**, then press **ENTER**.
- Press **CLEAR** to clear the values you have input.



### 4 Starting playback from the specified time. Use $\leftarrow/\Rightarrow$ to select **Search**, then press **ENTER**.

## Closing the Play Mode screen

Press **PLAY MODE** or **The HOME MENU**.

# Playing a specific title, chapter or track (Search)

# Press PLAY MODE to display the Play Mode

The Play Mode screen can also be displayed by selecting Play Mode from the TOOLS menu.

## Select the type of search.

Use **↑**/**↓** to select, then press **ENTER**.

See the table on page 30 for the search types.

### 3 Input the number.

Use the number buttons (0 to 9) or **↑**/**↓** to input the

Use  $\leftarrow/\Rightarrow$  to move the cursor.

- To search for title 32, input 0, 3 and 2, then press ENTER.
- Press CLEAR to clear the values you have input.



## 4 Starting playback from the specified title, chapter or track.

Use ←/→ to select **Search**, then press **ENTER**.

# Playing a specific section within a title or track repeatedly (A-B Repeat)

Use this procedure to play a specific section within a title or track repeatedly.

# During playback, press PLAY MODE to display the Play Mode screen.

The Play Mode screen can also be displayed by selecting **Play Mode** from the **TOOLS** menu.

### Select A-B Repeat.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

### Select the starting point for A-B Repeat.

Use  $\leftarrow/\Rightarrow$  to select **A (Start)**, then press **ENTER**.



### Select the end point for A-B Repeat.

Use  $\leftarrow/\Rightarrow$  to select **B** (End), then press ENTER.

A-B Repeat playback starts.

## To cancel A-B Repeat play

- Select **Off** from the Repeat/Random screen, then press ENTER.
- During playback, press STOP or CLEAR.



- A-B Repeat play is canceled in the following cases:
  - When the angle is switched (for BD-ROM and DVD-Video discs only).
  - When you search outside the repeat range.
  - When you start other Repeat Play or Random Play.

# Playing repeatedly (Repeat Play)

Use this procedure to play the currently playing disc, title, chapter, track or file repeatedly.

# 1 During playback, press PLAY MODE to display the Play Mode screen.

The Play Mode screen can also be displayed by selecting **Play Mode** from the **TOOLS** menu.

### 2 Select Repeat/Random.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

## 3 Select the type of Repeat Play.

Use **↑**/**↓** to select, then press **ENTER**.

See the table on page 30 for the types of Repeat Play.

# \* To cancel Repeat Play

- Select Off from the Repeat/Random screen, then press ENTER.
- During playback, press STOP or CLEAR.



- The type of repeat modes depends on the disc and file being played. See the table on page 30.
- Repeat Play is canceled in the following cases:
  - When the angle is switched (for BD-ROM and DVD-Video discs only).
  - When you search outside the repeat range.
  - When you start other Repeat Play or Random Play.

# Playing in random order (Random Play)

Use this procedure to play the tracks or files in random order.

# 1 During playback, press PLAY MODE to display the Play Mode screen.

The Play Mode screen can also be displayed by selecting **Play Mode** from the **TOOLS** menu.

## 2 Select Repeat/Random.

Use **↑**/**↓** to select, then press **ENTER**.

### 3 Select the Random Play.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

## **❖ To cancel Random Play**

 Select Off from the Repeat/Random screen, then press ENTER. • During playback, press ■ STOP or CLEAR.



- · Random Play is canceled in the following cases:
  - When you use the search function.
  - When you start Repeat Play.

# **About Play Mode types**

The functions that can be used differ according to the type of disc and file. In some cases, some of the functions cannot be used. Check the usable functions on the table below.

						D	isc/file typ	е			
	Play Mode type	Mark <sup>1</sup>	BD- ROM <sup>2</sup>	BD-R /-RE	DVD- Video <sup>2</sup>	DVD-R /-RW (VR format)	AVCHD	Video file	lmage file	Audio file	Audio CD
Repeat Play	Playing a specific section within a title or track repeatedly (A-B Repeat)	A-B	1	1	1	1	1	1	×	Х	1
lay	Playing a title repeatedly (Title Repeat)	Ţ	1	1	1	1	1	1	×	×	X
	Playing a chapter repeatedly (Chapter Repeat)	Ç	1	1	1	1	1	Х	х	Х	Х
	Playing a track or file repeatedly (Track Repeat)	[1]	×	Х	х	Х	Х	Х	×	1	1
	Playing all the titles, tracks or files on the disc repeatedly (All Repeat)	רָב	х	1	×	<b>√</b> ³	Х	<b>√</b> <sup>4</sup>	<b>√</b> <sup>4</sup>	<b>√</b> <sup>5</sup>	<b>√</b> 6
Random Play	Playing the tracks or files in random order (Random Track/File)	RDM	х	х	х	х	Х	×	<b>√</b>	✓	/
Search	Playing from a specific time (Time Search)	_	1	1	1	1	1	1	×	×	1
5	Playing a specific title (Title Search)	_	1	1	1	1	1	Х	×	×	Х
	Playing a specific chapter (Chapter Search)	_	1	1	1	1	1	Х	Х	×	Х
	Playing a specific track (Track Search)	_	Х	Х	×	Х	×	Х	Х	Х	1

The type of Play Mode is indicated by the mark.

<sup>2.</sup> For BD-ROM and DVD-Video discs, some of the functions cannot be used with some titles.

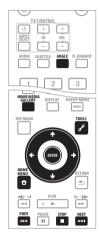
<sup>3.</sup> The original titles are played repeatedly. However, the playlist titles cannot be played repeatedly.

The files in the folder are played repeatedly.
 The files in the folder or HMG Playlist are played repeatedly.
 The tracks in the disc or HMG Playlist are played repeatedly.

# Playing from the Home Media Gallery

The Home Media Gallery lets you display a list of the titles, tracks or files recorded on the disc. The discs that can be played from the Home Media Gallery are as shown below (see also page 7).

- BD-R/-RE discs
- DVD-R/-RW (VR format) discs
- Audio CDs (CD-DAs and DTS-CDs)
- DVDs/CDs on which only data files of video, image or audio files, etc. are recorded



# **Playing discs**

# 1 Press HOME MEDIA GALLERY to display the Home Media Gallery.

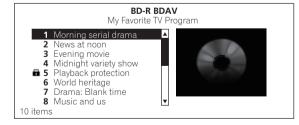
The Home Media Gallery can also be displayed by selecting **Home Media Gallery** from the Home Menu then pressing **ENTER**.

## 2 Select the disc.

Use **↑**/**↓** to select, then press **ENTER**.

### 3 Select the title or track to be played.

Use **↑**/**↓** to select, then press **ENTER**.



Playback starts.

# Closing the Home Media Gallery

Press **HOME MEDIA GALLERY** or **THOME MENU**.



- When playing an audio CD (CD-DA or DTS-CD), the Now Playing screen is displayed.
- Some BD-R/-RE discs have playback protection. To cancel the protection, input the password set for the disc.
- To play DVD-R/-RW (VR format) playlists, switch to the playlist using the **Original/Play List** command on the **TOOLS** menu (page 20).

# Playing video files

# 1 Press HOME MEDIA GALLERY to display the Home Media Gallery.

The Home Media Gallery can also be displayed by selecting **Home Media Gallery** from Home Menu then pressing **ENTER**.

### 2 Select the disc.

Use **↑**/**↓** to select, then press **ENTER**.

### 3 Select Movies.

Use **↑**/**↓** to select **Movies**, then press **ENTER**.

### 4 Select Folders or All Movies.

Use **↑**/**↓** to select, then press **ENTER**.

- **Folders** The files in the selected folder are displayed.
- All Movies All the recorded files are displayed.

If you have selected **All Movies**, proceed to step 6.

# 5 Select the folder containing the file you want to play.

Use **↑**/**↓** to select, then press **ENTER**.

A list of the files and folders in the selected folder is displayed.

### 6 Select and set the file you want to play.

Use **↑**/**↓** to select, then press **ENTER**.

Playback starts from the selected file, and continues until the end of the list is reached. Use I◄◄/▶►I to play the previous or next file.



- It may take a few seconds before playback starts. This
  is normal
- It may not be possible to play some files properly.
- The number of views may be restricted (page 9).

# Playing image files

# 1 Press HOME MEDIA GALLERY to display the Home Media Gallery.

The Home Media Gallery can also be displayed by selecting **Home Media Gallery** from the Home Menu then pressing **ENTER**.

### 2 Select the disc.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

### 3 Select Photos.

Use **↑**/**↓** to select **Photos**, then press **ENTER**.

### 4 Select Folders or All Photos.

Use **↑**/**↓** to select, then press **ENTER**.

- Folders The files in the selected folder are displayed.
- All Photos All the recorded files are displayed.

If you have selected **All Photos**, proceed to step 6.

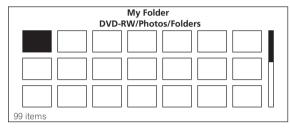
# 5 Select the folder containing the file you want to play.

Use  $\uparrow/\downarrow/\leftarrow/\Rightarrow$  to select, then press **ENTER**.

A list of the files and folders in the selected folder is displayed.

### 6 Select and set the file you want to play.

Use  $\uparrow/\downarrow/\leftarrow/\Rightarrow$  to select, then press **ENTER**.



A slideshow starts from the selected file, and continues until the end of the list is reached. Use Idea/IDEA to display the previous or next file.

### About Slideshow

A display of the files on the disc or in the folder that switches automatically.

### Rotating images

- Press ANGLE while playing a slideshow.
- The image rotates each time the button is pressed  $(90^{\circ} \rightarrow 180^{\circ} \rightarrow 270^{\circ} \rightarrow 0^{\circ} \rightarrow ...)$ .

The image can also be rotated by selecting **Rotate** from the **TOOLS** menu.

# Playing audio files

# 1 Press HOME MEDIA GALLERY to display the Home Media Gallery.

The Home Media Gallery can also be displayed by selecting **Home Media Gallery** from the Home Menu then pressing **ENTER**.

### 2 Select the disc.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

### 3 Select Music.

Use  $\uparrow/\downarrow$  to select **Music**, then press **ENTER**.

### 4 Select Folders or All Songs.

Use **↑**/**↓** to select, then press **ENTER**.

- **Folders** The files in the selected folder are displayed.
- All Songs All the recorded files are displayed.

If you have selected All Songs, proceed to step 6.

# 5 Select the folder containing the file you want to play.

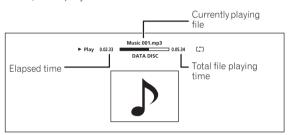
Use **↑**/**↓** to select, then press **ENTER**.

A list of the files and folders in the selected folder is displayed.

### 6 Select and set the file you want to play.

Use **↑**/**↓** to select, then press **ENTER**.

Playback starts from the selected file, and continues until the end of the list is reached. Use I◄◄/▶►I to play the previous or next file. The Now Playing screen (shown below) is displayed.



# Playing in the desired order (HMG Playlist)

The discs that can add tracks and files to the HMG (Home Media Gallery) Playlist are as shown below.

- Audio CDs (CD-DAs and DTS-CDs)
- DVDs/CDs on which audio files are recorded

## Adding tracks/files

Use this procedure to add tracks and files, and create the  $\ensuremath{\mathsf{HMG}}$  Playlist.

# 1 Press HOME MEDIA GALLERY to display the Home Media Gallery.

The Home Media Gallery can also be displayed by selecting **Home Media Gallery** from the Home Menu pressing **ENTER**.

### 2 Select the disc.

Load the disc beforehand.

Use **↑**/**↓** to select, then press **ENTER**.

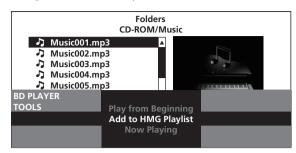
## 3 Select the track/file to be added.

Use **↑**/**↓** to select.

## 4 Press & TOOLS to display the TOOLS menu.

## 5 Select Add to HMG Playlist.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.



The track or file selected in step 3 is added to the HMG Playlist. To add more tracks or files, repeat steps 3 to 5.

# To add the currently playing track/ file to the HMG Playlist

- 1 While the track/file is playing, press  $\mathcal{F}$  TOOLS to display the TOOLS menu.
- 2 Use  $\uparrow/\downarrow$  to select Add to HMG Playlist, then press ENTER.



- A maximum of 24 tracks/files can be added to the HMG Playlist.
- The HMG Playlist is cleared in the following cases:
  - When the power is turned off.
  - When the disc tray is opened.

# Playing the HMG Playlist

# 1 Press HOME MEDIA GALLERY to display the Home Media Gallery.

The Home Media Gallery can also be displayed by selecting **Home Media Gallery** from the Home Menu pressing **ENTER**.

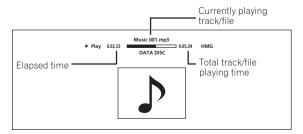
### 2 Select HMG Playlist.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

### 3 Select the track/file to be played.

Use **↑**/**↓** to select, then press **ENTER**.

Playback starts from the selected track/file, and continues until the end of the list is reached. Use ►◄/ ►►I to play the previous or next track/file. The Now Playing screen (shown below) is displayed.



# Deleting tracks/files from the HMG Playlist

- 1 Select the track/file to be deleted, then press F TOOLS to display the TOOLS menu.
- 2 Use ↑/↓ to select Delete from HMG Playlist, then press ENTER.

# Adjusting audio and video

# Adjusting the video

The quality of the playback picture can be adjusted according to the TV you are using.



# 1 During playback, press VIDEO ADJUST to display the Video Adjust screen.

The Video Adjust screen can also be displayed by selecting **Video Adjust** from the **TOOLS** menu.

### 2 Select a preset.

Select using ←/→ according to the TV being used.



- Pioneer PDP Select this when connected to a Pioneer plasma TV.
- **Pioneer LCD** Select this when connected to a Pioneer liquid crystal display TV.
- **Pioneer Projector** Select this when connected to a Pioneer front projector.
- PDP Select this when connected to a plasma TV of another brand.
- **LCD** Select this when connected to a liquid crystal display of another brand.
- **Projector** Select this when connected to a front projector of another brand.
- Professional With this setting, video signal processing is restrained. Select this when connected to a professional monitor.
- **Memory1 to 3** Picture quality settings with adjusted parameters can be stored in the memory. For a description of the parameters, see *When Memory1*, 2 or 3 is selected below.

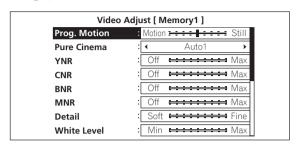
# When Memory1, 2 or 3 is selected

### 1 Select Adjustments.

Use **↓** to select **Adjustments**, then press **ENTER**. A detailed settings screen appears.

## 2 Select the item to be adjusted.

Use **↑**/**↓** to select.



### 3 Adjust the picture quality.

When ←/→ are pressed, the adjustments can be made viewing the picture. The detailed settings screen reappears when **ENTER** is pressed.



- Prog.Motion Adjust according to the type of image (moving or still image). This is effective mainly when outputting video materials as progressive images.
- Pure Cinema This setting optimizes the operation of the progressive scanning circuit for playing film materials. Normally set it to Auto1. If the picture seems unnatural, switch this to Auto 2, On or Off (page 35).
- YNR Reduces noise in the luminance (Y) signal.
- CNR Reduces noise in the chroma (C) signal.
- **BNR** Reduces the block noise (block-shaped distortion generated upon MPEG compression).
- MNR Reduces the mosquito noise (distortion along the contours of the picture generated upon MPEG compression).
- **Detail** Adjusts the picture's contours.
- White Level Adjusts the level of the white portions.
- Black Level Adjusts the level of the black portions.
- Black Setup Select the black level as the setup level. Normally select 0 IRE. If the black is too dense and all the dark colors are displayed in a uniform black due to the combination with the connected TV, select 7.5 IRE.
- Gamma Correction Adjusts how the dark portions of the picture look.
- **Hue** Adjusts the balance between green and red.
- **Chroma Level** Adjusts the density of the colors.



 Prog.Motion and Pure Cinema have the effect only for pictures recorded in the interlaced scan format (576i/480i or 1080i signals).

- Prog.Motion is disabled when Pure Cinema is set to On
- Black Setup has the effect only for pictures output from the VIDEO output terminals, and for NTSC signals output.
- YNR, CNR, BNR and MNR have no effect on 1080/24p video signals output from the HDMI OUT terminal.

# Closing the Video Adjust screen

Press **Thome Menu**.

### \* About Pure Cinema

There are two types of video signals:

- Video material Video signals recorded at 25 or 30 frames/second
- Film material Video signals recorded at 24 frames/ second

"Pure Cinema" uses signal processing suited for "film material" when converting 576i/480i or 1080i interlaced video signals into progressive video signals, resulting in clear picture reproduction without losing the quality of the material.

is displayed on the disc information screen when playing the "film material" pictures of BD-ROM, BD-R/-RE and DVD-Video discs (page 26).

# **Adjusting the audio**



# **Adjusting the Audio DRC**

Audio DRC (Dynamic Range Control) has the effect of playing loud sounds softly and soft sounds loudly. Adjust the setting for example when viewing movies late at night and the dialogs are difficult to hear.

### 1 During playback, display the TOOLS menu.

Press **F** TOOLS.

## 2 Select and set Audio Adjust.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

## 3 Select and set Audio DRC.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

## 4 Adjust the setting.

Use ←/→ to switch between **Off**, **Low**, **Medium**, **High** and **Auto**.

# Closing the Audio DRC screen

Press **ENTER** or **The HOME MENU**.



- This only affects the Dolby TrueHD, Dolby Digital Plus and Dolby Digital audio signals of BDs, DVDs and video files.
- When Auto is selected, the setting has the same effect as High or Off for Dolby TrueHD signals, depending on the content. For Dolby Digital Plus and Dolby Digital, the setting has the same effect as Off.
- Audio DRC affects the audio signals output from the following audio output terminals:
  - Analog audio signals output from the AUDIO OUT terminals.
  - Linear PCM audio signals output from the **DIGITAL** OUT terminal or **HDMI OUT** terminal.
- The effect may be weak for some discs.

# Adjusting the audio delay (Lip Sync)

Adjust the audio delay for the selected video output terminal if the video and audio are not synchronized.

## 1 During playback, display the TOOLS menu.

Press **F** TOOLS.

### 2 Select and set Audio Adjust.

Use **↑**/**↓** to select, then press **ENTER**.

### 3 Select and set Lip Sync.

Use **↑**/**↓** to select, then press **ENTER**.

#### 4 Select Auto or Manual.

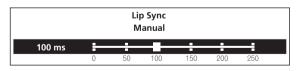
Use ←/→ to select.

- Auto The player automatically adjusts the timing of the video and audio when connected to a device equipped with the HDMI Auto Lipsync Correction feature using an HDMI cable.
- Manual Adjust manually while viewing the video.

If you have selected **Manual**, proceed to step 5.

### 5 Adjusting the amount of audio delay.

Press  $\downarrow$ , then use  $\leftarrow/\Rightarrow$  to adjust.



The audio delay can be adjusted from 0 to 250 ms in steps of 5 ms.



- The Lip Sync adjustment is only applicable to the output terminal set at Output Terminal (page 43).
- The sound may be interrupted while setting the delay.

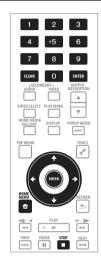
## Closing the Lip Sync screen

Press **ENTER** or **The HOME MENU**.

# **Chapter 6**

# **Advanced settings**

# **Changing the settings**



# Operating the Initial Setup screen

1 When playback is stopped, display the Home Menu screen.

Press **THOME MENU**.

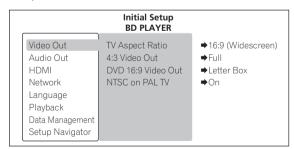
2 Select and set Initial Setup.

Use **↑**/**↓** to select, then press **ENTER**.

3 Select the item and change the setting.

Use  $\uparrow/\downarrow/\leftarrow/\Rightarrow$  to select, then press **ENTER**.

Example (U.K. models):



# Closing the Initial Setup screen

Press **THOME MENU**.



- Items that cannot be changed are indicated in gray. The items that can be selected depend on the player's status.
- In Options, the factory default settings are indicated in bold.

	Setting	Options	Explanation			
Video Out	TV Aspect Ratio	16:9 (Widescreen)	Select this when connected to a wide (16:9) TV.			
		4:3 (Standard)	Select this when connected to a conventional TV.			
-	4:3 Video Out	Full	4:3 pictures are displayed over the entire screen.			
		Normal	4:3 pictures are displayed with vertical black bars along the sides. Select thi when you cannot switch the aspect ratio to 4:3 on the TV.			
	4:3 Video Out is only valid v	when <b>TV Aspect Ratio</b>	o is set to <b>16:9 (Widescreen)</b> .			
	DVD 16:9 Video Out	Letter Box	16:9 pictures are displayed with black bars at the top and bottom when viewing on a 4:3 screen.			
		Pan & Scan	The picture is displayed over the entire screen, with the left and right sides of the 16:9 picture cropped. Select this to view 4:3 pictures over the entire screen. For some discs, the picture will be displayed in the <b>Letter Box</b> mode even if <b>Pan &amp; Scan</b> is set.			
		ly valid when playing	ect Ratio is set to 4:3 (Standard). 16:9 pictures of DVD-Video or DVD-R/-RW (VR format) discs. When other 16: 3ox mode.			
	NTSC on PAL TV	On	Select this when connected to a PAL-only TV. The picture is displayed correctly on the PAL-only TV even when playing a source with a frame/field rate other than 50 Hz.			
		Off	Select this when connected to an NTSC-compatible TV.			
		<ul> <li>The factory default setting is <b>On</b> for U.K. models, <b>Off</b> for other models.</li> <li>Many recent PAL TVs support the input of NTSC signals, in which case this can be set to <b>Off</b>. Also check your TV's operating instructions.</li> </ul>				
	Dolby Digital Out  * Only valid for the <b>DIGITAL</b>	Dolby Digital 1	Dolby Digital audio signals are output. With BD-ROMs, the secondary audi and interactive audio are mixed for output.			
-	<b>OUT</b> terminal.	Dolby Digital 2	Dolby Digital audio signals are output. With BD-ROMs, the signals are output without mixing the secondary audio and interactive audio signals.			
		Dolby Digital → PCM	Select this when the connected AV receiver or amplifier, etc., is not compatible with Dolby Digital audio signals. The Dolby Digital audio signal are converted into linear PCM audio signals for output.			
	DTS Out * Only valid for the <b>DIGITAL</b>	DTS 1	DTS Digital Surround audio signals are output. With BD-ROMs, the secondary audio and interactive audio are mixed for output.			
	<b>OUT</b> terminal.	DTS 2	DTS Digital Surround audio signals are output. With BD-ROMs, the signals are output without mixing the secondary audio and interactive audio signal			
		DTS → PCM	Select this when the connected AV receiver or amplifier, etc., is not compatible with DTS Digital Surround audio signals. The DTS Digital Surround audio signals are converted into linear PCM audio signals for output.			
	AAC Out * Only valid for the <b>DIGITAL</b>	AAC	Select this when the connected AV receiver or amplifier, etc., is compatible with AAC audio signals. The AAC audio signals are output.			
	<b>OUT</b> terminal.	AAC → PCM	Select this when the connected AV receiver or amplifier, etc., is not compatible with AAC audio signals. The AAC audio signals are converted int linear PCM audio signals for output.			
	DTS Downmix	Stereo	DTS-HD Master Audio signals, DTS-HD High Resolution Audio signals or DTS Digital Surround audio signals converted to linear PCM audio signals are converted into 2-channel (stereo) signals for output.			
		Lt/Rt	DTS-HD Master Audio signals, DTS-HD High Resolution Audio signals or DTS Digital Surround audio signals converted to linear PCM audio signals are converted into 2-channel signals compatible with Dolby Surround for output (when the connected AV receiver or amplifier, etc., is compatible wit Dolby Pro Logic, the AV receiver or amplifier outputs the linear PCM audio signals as surround audio signals).			

	Setting	Options	Explanation	
H	HDMI High Speed Transmission	On	Select this when connected with a High Speed HDMI™ cable (page 13).	
≦	Transmission	Off	Select this when connected with a Standard HDMI™ cable (page 13).	
	The player's setting screen setting.	is closed if the output	video resolution is switched by changing the <b>HDMI High Speed Transmission</b>	
	HDMI Color Space	Auto	Select this to automatically switch the video output between YCbCr and RGB signals according to the connected equipment.	
		YCbCr 4:4:4	Select this to output the video signals as YCbCr 4:4:4 signals.	
		YCbCr 4:2:2	Select this to output the video signals as YCbCr 4:2:2 signals.	
		RGB (16 to 235)	Select this to output the video signals as RGB signals. Choose this if the colors seem too dense and all the dark colors are displayed in a uniform black when <b>RGB (0 to 255)</b> is selected.	
		RGB (0 to 255)	Select this to output the video signals as RGB signals. Choose this if the colors seem too faint and the black seems too bright when <b>RGB (16 to 235)</b> is selected.	
	Normally it is recommended	ed to set this to <b>Auto</b> .	When set to <b>Auto</b> , the optimum video signals for your TV are output.	
	HDMI Audio Out	Auto	The signals are output with as many audio channels as possible. In cases when the number of channels does not decrease when the signals are output as such without converting them to linear PCM, they are output as such (page 45).	
		PCM	Select this when you want the secondary audio and interactive audio signals to be mixed for output or when you want to output prioritizing sampling frequency over the number of channels (page 45).	
		Off	Select this when you do not want to output the audio from the HDMI output terminal.	
	KURO LINK	On	Select this to control the player with the remote control of the AV device connected using an HDMI cable. Also refer to About KURO LINK function on page 14.	
		Off	Select this when you do not want to control the player with the remote control of the AV device connected using an HDMI cable.	
	Display Power On * Only valid when <b>KURO</b>	On	Select this when you want the TV to turn on each time playback is started or the Home Menu or Home Media Gallery is displayed on the player.	
	LINK is set to On.	Off	Select this when you do not want the TV to turn on each time playback is started or the Home Menu or Home Media Gallery is displayed on the player	
	Display Power Off * Only valid when <b>KURO</b>	On	Select this when you want the player's power to turn off together with the TV's power.	
	LINK is set to On.	Off	Select this when you do not want the player's power to turn off together with the TV's power.	
	PQLS	Auto	Enables PQLS function (page 14).	
	* Only valid when <b>KURO LINK</b> is set to <b>On</b> .	Off	Disables PQLS function (page 14).	
Net	IP Address	Select this to set the IP address of the player and DNS server (page 41).		
Network	Proxy Server	Only set the proxy server if so instructed by your Internet service provider (page 41).		
~	Display Network Configuration	Select this to displ	ay a list of the network settings (page 41).	
	Connection Test	Select this to test the network connection (page 42).		

	Setting	Options	Explanation
La	OSD Language	English	Select this to set the language of the on-screen displays to English.
Language		available languages	Choose a language for the on-screen displays from the listed languages.
age	Audio Language * For some discs, it may not	English	Select this to set both the BD-ROM and DVD-Video default audio language to English.
	be possible to change to the selected language.	available languages	Choose a language from the listed languages to set the default audio language for BD-ROM and DVD-Video playback.
		Other	Continue to the next screen to set the default audio language for BD-ROM and DVD-Video playback. You can select the language name or enter the code number (see on page 47 for the code table).
	If a language not recorded or	n the BD/DVD is set, o	one of the recorded languages is automatically selected and played.
	Subtitle Language * For some discs, it may not	English	Select this to set the default subtitle language for BD-ROM and DVD-Video playback to English.
	be possible to change to the selected language.	available languages	Choose a language from the listed languages to set the default subtitle language for BD-ROM and DVD-Video playback.
		Other	Continue to the next screen to set the default subtitle language for BD-ROM and DVD-Video playback. You can select the language name or enter the code number (see on page 47 for the code table).
	If a language not recorded or	n the BD/DVD is set, o	one of the recorded languages is automatically selected and played.
	BDMV/DVD-Video Menu Lang.	w/Subtitle Language	Sets the language of BD-ROM and DVD-Video menus to the same as that set for the subtitle language.
	* For some discs, it may not be possible to change to the	available languages	Choose a language from the listed languages to set the default language for BD-ROM and DVD-Video menus.
	selected language.	Other	Continue to the next screen to set the default menu language for BD-ROM and DVD-Video menus. You can select the language name or enter the code number (see on page 47 for the code table).
	If a language not recorded on the BD/DVD is set, of		one of the recorded languages is automatically selected and played.
	Subtitle Display	On	Select this to display the subtitles.
		Off	Select this if you do not want to display the subtitles. Note that on some discs the subtitles are displayed by force.
Pla	Still Picture	Field	This eliminates instability of the picture when playback is paused.
Playback		Frame	This makes pictures clear when playback is paused, but instability may be observed.
		Auto	<b>Field</b> or <b>Frame</b> is switched automatically according to the disc or file being played.
	Angle/Secondary Indicator	On	Select this to display the angle mark, secondary video mark and secondary audio mark on the TV screen (pages 25 and 26).
		Off	Select this if you do not want to display the angle mark, secondary video mark and secondary audio mark on the TV screen.
	DivX VOD	Registration Code	Displays the player's registration code required to play DivX VOD files (page 9).
	Hybrid Disc Playback	BD	The BD layer of hybrid discs with two or more layers (BD and DVD or CD) is played.
		DVD	The DVD layer of hybrid discs with two or more layers (BD and DVD) is played.  If there is no DVD layer, the BD layer is played.
		CD	The CD layer of hybrid discs with two or more layers (BD and CD) is played. If there is no CD layer, the BD layer is played.
	Remove the disc from the dis	sc tray when changing	the setting.
	BDMV/BDAV Playback Priority	BDMV	Select this to play the BDMV format on BD-R/-RE discs containing both BDMV and BDAV formats.
		BDAV	Select this to play the BDAV format on BD-R/-RE discs containing both BDMV and BDAV formats.
	Remove the disc from the dis	sc tray when changing	the setting.

	Setting	Options	Explanation	
Data	Individual/Shared Data Erase	Use this to dis data (page 42)	play the list of data used for the BD-LIVE and BONUSVIEW functions and to erase the .	
Van	Remove the disc from the o	lisc tray when ch	nanging the setting.	
age	Application Data Erase	Use this to era	ase bookmarks, high scores of games and other data (page 42).	
Management	Remove the disc from the o	lisc tray when ch	nanging the setting.	
7	Storage Format		format the storage device on which the data used by the BD-LIVE and BONUSVIEW ored (page 42).	
	Remove the disc from the o	lisc tray when ch	nanging the setting.	
Se	tup Navigator		he settings using the Setup Navigator menu. For details, see Making settings using igator menu on page 18.	
Parenta	Set Password (Change Password)		Register (change) the password for parental lock settings or for unlocking to play DVD-Video with parental lock feature (page 43).	
	DVD-Video Parental Lock	Change the pl	ayer's parental lock level (page 43).	
Lock	BDMV Parental Lock	Change the re	stricted age (page 43).	
	Country Code	Change the Co	ountry/Area code (page 43).	
9	Output Terminal	Set the termin	als from which the player's video and audio signals are to be output (page 43).	
Options	On Screen Display	On	Select this to display the operation indicators (Play, Stop, etc.) on the TV screen.	
		Off	Select this if you do not want to display the operation indicators (Play, Stop, etc.) on the TV screen.	
	Screen Saver	On	The screen saver is automatically activated if there is no operation for over 1 minute after playback is stopped or paused.	
			The screen saver is automatically activated if there is no operation for over 1 minute after the Home Menu or Home Media Gallery is displayed while playing a BD or DVD.	
			With audio CDs and audio files, the screen saver is automatically activated if no button is operated for over 1 minute, even while the audio CD or audio file is playing.	
			The screen saver turns off when an operation is performed on the player or remote control.	
		Off	The screen saver is not activated.	
	Auto Power Off	On	Select this to turn the power off automatically (the power turns off automatically if no operation is performed for over 30 minutes).	
		Off	Select this if you do not want the power to turn off automatically.	
	Software Update	The Software I	Update function can check for and download updated system software from the r (page 44).	

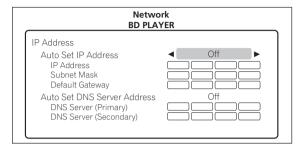
# Setting the IP address

# 1 Select and set Network $\rightarrow$ IP Address $\rightarrow$ Next Screen.

Use **↑**/**↓** to select, then press **ENTER**.

# 2 Set IP address.

Use  $\uparrow/\downarrow/\leftarrow/\Rightarrow$  to set the IP address of the player or DNS server, then press **ENTER**.



### Auto Set IP Address

**On** – The player's IP address is obtained automatically. Select this when using a broadband router or broadband modem that has a DHCP (Dynamic Host Configuration Protocol) server function. This player's IP address will automatically be allocated from the DHCP server.

**Off** – The player's IP address must be set manually. Use the number buttons (0 to 9) to input the IP address, subnet mask and default gateway.

### Auto Set DNS Server Address

**On** – The DNS server's IP address is obtained automatically.

**Off** – The DNS server's IP address must be set manually. Use the number buttons (0 to 9) to input the DNS server's IP address stipulated by your Internet service provider.



- When Auto Set IP Address is set to Off, Auto Set DNS Server Address is also set to Off.
- For information on DHCP server function, refer to the network device's operating instructions.
- You may need to contact your Internet service provider or network administrator when inputting the IP address manually.

# Setting the proxy server

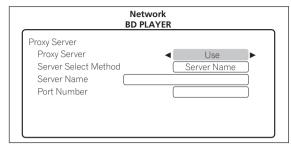
Only set the proxy server if so instructed by your Internet service provider.

# 1 Select and set Network $\rightarrow$ Proxy Server $\rightarrow$ Next Screen.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

# 2 Select and set Use or Not use at Proxy Server.

Use  $\leftarrow/\Rightarrow$  to change, then press  $\clubsuit$ .



- **Use** Select this when using a proxy server.
- **Not use** Select this when not using a proxy server.

If you have selected **Use**, proceed to step 3.

# 3 Select and set Server Select Method.

Use  $\leftarrow/\Rightarrow$  to change, then press  $\blacksquare$ .

- IP Address Input the IP address.
- Server Name Input the server name.

## 4 Input IP Address or Server Name.

Use the number buttons (0 to 9) to input the number if you select IP address by step 3. Use  $\leftarrow/\rightarrow$  to move the cursor.

Use the number buttons (0 to 9) to input characters if you select Server Name by step 3.

The characters that can be input for the server name are listed on the table below. Pressing a button repeatedly cycles through the characters shown.

- If you want to enter two characters in succession that are both on the same button (for example a P and an R), press → after inputting the first character then input the second character.
- Use CLEAR to delete the last character.
- Use ←/→ to move the displayed characters when all the input characters cannot be displayed.

Key	Characters	Key	Characters
1	1	6	m n o 6
2	a b c 2	7	pqrs7
3	def3	8	tuv8
4	ghi4	9	w x y z 9
5	j k l 5	0	0

# Input Port Number.

Press  $\P$ , use the number buttons (0 to 9) to input the number.

## 6 Press ENTER to set.

# Displaying the network settings

► Select and set Network → Display Network Configuration → Next Screen.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

The MAC address, IP address, subnet mask, default gateway and DNS server (primary and secondary) settings are displayed.

When **Auto Set IP Address** is set to **On**, the values obtained automatically are displayed.



• "0.0.0.0" is displayed when each IP address has not been set

# Testing the network connection

# ► Select and set Network → Connection Test → Start

Use **↑**/**↓** to select, then press **ENTER**.

"Network connection test completed successfully." is displayed once the test is completed. If any other message is displayed, check the connections and/or settings (pages 17 and 41).

# Changing to other language at language setting

# 1 Select and set Language.

Use **↑**/**↓** to select, then press **ENTER**.

# 2 Select and set Audio Language, Subtitle Language or BDMV/DVD-Video Menu Lang.

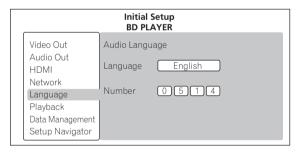
Use **↑**/**↓** to select, then press **ENTER**.

## 3 Select and set Other.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

# 4 Change the language.

Use  $\leftarrow/\Rightarrow$  to change, then press **ENTER**.



 The language can also be changed using the number buttons. Use ↑/↓ to move the cursor to Number, use the number buttons (0 to 9) to input the number, then press ENTER. Refer to Language Code Table and Country/Area Code Table on page 47.



If a language not recorded on the BD/DVD is set, one
of the recorded languages is automatically selected
and played.

# Erasing data that has been added to BDs and application data

Use this procedure to erase data that has been added to BDs (data downloaded with the BD-LIVE function and data used with the BONUSVIEW function) and application data.

# Λ

# Caution

- Some time is required to erase the data.
- Do not unplug the power cord while data is being erased.
- This operation does not work when a disc is loaded.

# 1 Select and set Data Management.

Use **↑**/**↓** to select, then press **ENTER**.

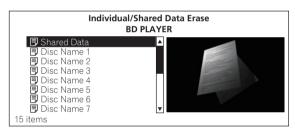
## 2 Select and set the erase menu.

Use **↑**/**↓** to select, then press **ENTER**.

## Individual/Shared Data Erase

Use this procedure to select and erase data downloaded with the BD-LIVE function and data used with the BONUSVIEW function (page 8).

Select **Next Screen**, then press **ENTER**. The list screen appears.



When a disc name is selected, the data downloaded with the BD-LIVE function and data used with the BONUSVIEW is erased.

When **Shared Data** is selected, all the data downloaded with the BD-LIVE function and not associated to discs is erased.

Use  $\uparrow / \downarrow$  to select the data to be erased, then press **ENTER**.

# Application Data Erase

Use this procedure to erase BD-ROM application data (high scores of games, bookmarks data, etc.).

Select **Start**, then press **ENTER**.

# Storage Format

Use this procedure to format the storage in which the data downloaded with the BD-LIVE function and data used with the BONUSVIEW function is stored (page 8).

When this is done, all the data on the external storage device is erased.

Select **Start**, then press **ENTER**.

## 3 Select Yes, then press ENTER.

Use ←/→ to select, then press **ENTER**.

# Registering or Changing the password

Use this procedure to register or change the code number required for the Parental Lock settings.

# 1 Select and set Parental Lock → Set Password → Next Screen.

Use **↑**/**↓** to select, then press **ENTER**.

# 2 Input the password.

Use the number buttons (0 to 9) or  $\uparrow/\downarrow$  to input the number, then press **ENTER** to set.

Use ←/→ to move the cursor.

# 3 Re-input the password.

Use the number buttons (0 to 9) or  $\uparrow/\downarrow$  to input the number, then press **ENTER** to set.

Use ←/→ to move the cursor.

 To change the password, input the previously registered password, then input the new password.



- We recommend making a note of the password.
- If you forget the password, reset the player to the factory default setting, then register the password again (page 44).

# Changing the Parental Lock level for viewing DVDs

Some DVD-Video discs containing scenes of violence, for example, have Parental Lock levels (check the indications on the disc's jacket or elsewhere). To restrict viewing these discs, set the player's level to the level lower than the discs.

# 1 Select and set Parental Lock → DVD-Video Parental Lock → Next Screen.

Use **↑**/**↓** to select, then press **ENTER**.

## 2 Input the password.

Use the number buttons (0 to 9) or  $\uparrow/\downarrow$  to input the number, then press **ENTER** to set.

Use ←/→ to move the cursor.

# 3 Change the level.

Use  $\leftarrow/\Rightarrow$  to change, then press **ENTER** to set.



 The level can be set to Off or between Level1 and Level8. When set to Off, viewing is not restricted.

# Changing the Age Restriction for viewing BD-ROMs

For BD-ROMs containing scenes of violence, for example, viewing can be restricted by setting an age restriction for the BD-ROMs.

# 1 Select and set Parental Lock → BDMV Parental Lock → Next Screen.

Use **↑**/**↓** to select, then press **ENTER**.

# 2 Input the password.

Use the number buttons (0 to 9) or  $\uparrow / \downarrow$  to input the number, then press **ENTER** to set.

Use  $\leftarrow/\Rightarrow$  to move the cursor.

# 3 Change the age.

Use the number buttons (0 to 9) or  $\uparrow/\downarrow$  to input the number, then press **ENTER** to set.

Use  $\leftarrow/\Rightarrow$  to move the cursor.



 When Age Restriction is set to 255, viewing is not restricted.

# Changing the Country/Area code

# 1 Select and set Parental Lock → Country Code → Next Screen.

Use **↑**/**↓** to select, then press **ENTER**.

# 2 Input the password.

Use the number buttons (0 to 9) or **↑**/**↓** to input the number, then press **ENTER** to set.

Use  $\leftarrow/\Rightarrow$  to move the cursor.

# 3 Change the country/area code.

Use  $\leftarrow/\Rightarrow$  to change, then press **ENTER** to set.

 The the country/area code can also be changed using the number buttons. Use ↑/↓ to move the cursor to Number, use the number buttons (0 to 9) to input the number, then press ENTER. Refer to Language Code Table and Country/Area Code Table on page 47.

# Setting the output terminals

Set the terminals from which the player's video and audio signals are to be output.

# 1 Select and set Options → Output Terminal → Next Screen.

Use **↑**/**↓** to select, then press **ENTER**.

# 2 Select and set the video and audio output terminals.

Select the actually connected video and audio output terminals

Use  $\uparrow/\downarrow/\leftarrow/\Rightarrow$  to select, then press **ENTER**.

For details on the settings, refer to step 4 on page 18.

When **COMPONENT VIDEO** or **VIDEO** is selected for **Video**, no sound is output from the **HDMI OUT** terminal (a warning message is displayed).

# **Software updating**

The software of the player can be updated by connecting it to the Internet using a LAN cable.

Before updating the software, make sure that you have connected the player to the network and made the necessary settings (pages 17 and 41).



# Caution

- Do not unplug the power cord during software updating. Otherwise, the updating will be aborted and malfunction may occur with the player.
- There are two processes for software updating. downloading and updating. Both processes may take a certain period of time.
- Depending on the Internet connection conditions. downloading may take a long time.
- Other operations are defeated during software updating. Furthermore updating process cannot be canceled.
- When the front panel display is off, turn it on with FL **DIMMER.** When updating the player's software with the front panel display off, do not unplug the power cord until the FL OFF indicator turns off.



# Note

- Steps 1 to 4 are the operations performed by the user (they are intended to download the software from the Internet).
- Steps 5 to 7 are the operations performed (automatically) by the player (they are intended to update the software).

# 1 When playback is stopped, display the Home Menu screen.

Press **THOME MENU**.

# 2 Select and set Initial Setup.

Use **↑**/**↓** to select, then press **ENTER**.

# 3 Select and set Options → Software Update → Start.

Use  $\uparrow/\downarrow$  to select, then press **ENTER**.

• If the player is already running the latest software, the message "The player's software is up to date and does not need updating." is displayed.

# 4 Select and set Yes.

Use  $\leftarrow/\Rightarrow$  to select **Yes**, then press **ENTER**.

• The help menu is displayed if the player cannot connect to the Internet. Check the connections and settings (pages 17 and 41).

# 5 Downloading of the software start.

The software download status is displayed on the screen.

· Depending on the Internet connection conditions, software downloading may take a certain period of time.

# 6 Updating starts.

The front panel display shows messages such as "DATA CHECK". "WRT SYS1". "WRT DRV" and "WRT FLC".

Software updating may take a certain period of time.

# Updating completes.

The front panel display shows "DOWNLOAD OK" and the player turns off automatically.

# Restoring all the settings to the factory default settings

- Check that the player's power is turned on.
- 2 When a disc is playing, press 

  to stop playback. Eject the disc from the player.

# 3 While pressing **■**, press **७** STANDBY/ON.

Operate using the buttons on the player's front panel.



# Note

- · After restoring all the settings to the factory default settings, use **Setup Navigator** to reset the player (page 18).
- When all the settings are restored to the factory defaults, all the data for the secondary video (Picturein-Picture), secondary audio, bookmarks, etc., is erased.

# About the audio output settings

The audio signals that are output differ according to the audio format recorded on the disc and the player's settings. Check on the table below.

# Caution

- When ANALOG AUDIO is selected at Output Terminal, no audio signals are output from the HDMI OUT terminal or **DIGITAL OUT** terminal (pages 18 and 43).
- When **HDMI** or **DIGITAL AUDIO** is selected at **Output Terminal**, linear PCM audio signals (2 channels) are output from all terminals other than the ones selected at **Output Terminal** (pages 18 and 43).
- The output from all terminals other than the ones selected for Audio does not sound as intended by the content provider.

Audio format		<b>AUDIO OUT</b>	DIGITAL O	UT terminal	HDMI OUT terminal	
		terminals	Converted to linear PCM audio 1	Not converted to linear PCM audio <sup>2</sup>	<b>PCM</b> <sup>3</sup>	<b>Auto</b> <sup>3</sup>
BD-	Dolby Digital				5.1-channel audio	Dolby Digital <sup>5,6</sup>
ROM	Dolby Digital Plus			Dolby Digital <sup>4</sup>	7.1-channel audio	Dolby Digital Plus <sup>5,6</sup>
	Dolby TrueHD				7.1-channel audio <sup>7</sup>	Dolby TrueHD <sup>5,6,8</sup>
	DTS Digital Surround	Converted to	Converted to 2-channel audio		7.1-channel audio	DTS Digital Surround <sup>5,9</sup>
	DTS-HD High Resolution Audio	2-channel audio		DTS Digital Surround <sup>4</sup>	7.1-channel audio <sup>7</sup>	DTS-HD High Resolution Audio <sup>5,7,9</sup>
	DTS-HD Master Audio					DTS-HD Master Audio <sup>5,9,10</sup>
	Linear PCM			Converted to 2- channel audio	7.1-chanr	nel audio <sup>7</sup>
BD-R/	Dolby Digital	Converted to	Converted to 2-channel audio	Dolby Digital	- 5.1-channel audio	Dolby Digital <sup>6</sup>
-RE	MPEG-2 AAC	2-channel audio		MPEG-2 AAC		MPEG-2 AAC
	MPEG			2-channel audio		
	Linear PCM			z-criaririer addio		
DVD-	Dolby Digital	Converted to	Converted to 2-channel audio	Dolby Digital		Dolby Digital <sup>6</sup>
Video	DTS Digital Surround	Converted to 2-channel audio		DTS Digital Surround	5.1-channel audio	DTS Digital Surround <sup>9</sup>
	MPEG			2-channel audio		
	Linear PCM			2-Criainiei audio		
-RW	Dolby Digital	Converted to 2-channel audio	Converted to 2-channel audio	Dolby Digital	5.1-channel audio	Dolby Digital <sup>6</sup>
(VR format)	MPEG		2-channel audio			
	Linear PCM			2-chainlei audio		

- When **Dolby Digital Out** is set to **Dolby Digital** → **PCM**, **DTS Out** is set to **DTS** → **PCM**, or **AAC Out** is set to **AAC** → **PCM** (page 37).
- When Dolby Digital Out is set to Dolby Digital 1/Dolby Digital 2, DTS Out is set to DTS 1/DTS 2 or AAC Out is set to AAC (page 37).
- When HDMI Audio Out is set to PCM or Auto (page 38).
- When outputting Dolby Digital or DTS Digital Surround bitstream with settings of **Dolby Digital 2** at **Dolby Digital Out**, **DTS 2** at **DTS Out**, the secondary audio and interactive audio signals are not mixed for output.
- When outputting the bitstream of Dolby TrueHD, Dolby Digital Plus, Dolby Digital, DTS-HD Master Audio, DTS-HD High Resolution Audio or DTS Digital Surround, the secondary audio and interactive audio signals are not mixed for output.
- 6. If the connected HDMI device is not compatible with Dolby TrueHD or Dolby Digital Plus bitstream, the signals are output in linear PCM (7.1 channels) or Dolby Digital bitstream.
  - If the connected HDMI device is not compatible with Dolby Digital bitstream, the signals are output in linear PCM (2 channels).
- 7. When the output video resolution is set to 576i/480i or 576p/480p, the signals may be output in linear PCM (2 channels), depending on HDMI High Speed Transmission setting and/or the connected HDMI device (page 13).
- When the output video resolution is set to 576i/480i or 576p/480p, the signals may be output in linear PCM (2 channels) or Dolby Digital bitstream, depending on HDMI High Speed Transmission setting and/or the connected HDMI device (page 13).

06

- 9. If the connected HDMI device is not compatible with DTS-HD Master Audio or DTS-HD High Resolution Audio, the signals are output in linear PCM (2 channels) or DTS Digital Surround bitstream.
- If the connected HDMI device is not compatible with DTS Digital Surround bitstream, the signals are output in linear PCM (2 channels).
- 10. When the output video resolution is set to 576i/480i or 576p/480p, the signals may be output in linear PCM (2 channels) or DTS Digital Surround, depending on **HDMI High Speed Transmission** setting and/or the connected HDMI device.



- Only compatible with 7.1-channel surround back. 6.1-channel surround back is output in 7.1 channels. In other cases, output as audio signals of 5.1-channels or less.
- When outputting linear PCM audio signals, if the number of compatible channels of the connected HDMI device is lower, the signals are output with the number of channels for which the device is compatible.
- The audio signals output from the **DIGITAL OUT** terminal have a sampling frequency of 48 kHz (44.1 kHz for audio CDs).

# Language Code Table and Country/Area Code Table

# Language Code Table

Language name, language code, input code

Abkhazian, ab/abk, 0102 Afar, **aa/aar, 0101** Afrikaans, af/afr, 0106 Albanian, sq/sqi, 1917 Amharic, am/amh, 0113 Arabic, ar/ara, 0118 Armenian, hy/hye, 0825 Assamese, as/asm, 0119 Aymara, ay/aym, 0125 Azerbaijani, az/aze, 0126 Bashkir, ba/bak, 0201 Basque, eu/eus, 0521 Belarusian, be/bel, 0205 Bengali, bn/ben, 0214 Bihari, bh/bih, 0208 Bislama, bi/bis, 0209 Breton, br/bre, 0218 Bulgarian, bg/bul, 0207 Burmese, my/mya, 1325 Catalan, ca/cat, 0301 Central Khmer, km/khm, 1113 Chinese, zh/zho, 2608 Corsican, co/cos, 0315 Croatian, hr/hrv, 0818 Czech, cs/ces, 0319 Danish, da/dan, 0401 Dutch, nl/nld, 1412 Dzongkha, dz/dzo, 0426 English, en/eng, 0514 Esperanto, eo/epo, 0515 Estonian, et/est, 0520 Finnish, fi/fin, 0609 Fijian, fj/fij, 0610 Faroese, fo/fao, 0615

French, fr/fra, 0618 Galician, **gl/glg, 0712** Georgian, **ka/kat, 1101** German, de/deu, 0405 Greek, el/ell, 0512 Guarani, **gn/grn, 0714** Gujarati, **gu/guj, 0721** Hausa, ha/hau, 0801 Hebrew, iw/heb, 0923 Hindi. hi/hin. 0809 Hungarian, hu/hun, 0821 Icelandic, is/isl, 0919 Indonesian, in/ind, 0914 Interlingua, ia/ina, 0901 Interlingue, ie/ile, 0905 Inupiag, ik/ipk, 0911 Irish, ga/gle, 0701 Italian, it/ita, 0920 Japanese, ja/jpn, 1001 Javanese, jw/jav, 1023 Kalaallisut, kl/kal, 1112 Kannada, kn/kan, 1114 Kashmiri, ks/kas, 1119 Kazakh, kk/kaz, 1111 Kinyarwanda, rw/kin, 1823 Kirghiz, ky/kir, 1125 Korean, ko/kor, 1115 Kurdish, ku/kur, 1121 Lao, lo/lao, 1215 Latin, la/lat, 1201 Latvian, Iv/lav, 1222 Lingala, In/lin, 1214 Lithuanian, It/lit. 1220 Macedonian, mk/mkd, 1311

Malagasy, mg/mlg, 1307 Malay, ms/msa, 1319 Malayalam, ml/mal, 1312 Maltese, mt/mlt, 1320 Maori, mi/mri, 1309 Marathi, mr/mar, 1318 Mongolian, mn/mon, 1314 Moldavian, mo/mol, 1315 Nauru, na/nau, 1401 Nepali, ne/nep, 1405 Norwegian, no/nor, 1415 Occitan, oc/oci, 1503 Oriya, or/ori, 1518 Oromo, om/orm, 1513 Panjabi, pa/pan, 1601 Persian, fa/fas, 0601 Polish, pl/pol, 1612 Portuguese, pt/por, 1620 Pushto, ps/pus, 1619 Quechua, qu/que, 1721 Romanian, ro/ron, 1815 Romansch, rm/roh, 1813 Rundi, rn/run, 1814 Russian, ru/rus, 1821 Samoan, sm/smo, 1913 Sango, sg/sag, 1907 Sanskrit, sa/san, 1901 Scottish Gaelic, gd/gla, 0704 Serbian, sr/srp, 1918 Serbo-Croatian, sh/---, 1908 Shona, sn/sna, 1914 Sindhi, sd/snd, 1904 Sinhalese, si/sin, 1909 Slovak, **sk/slk**, **1911** 

Slovenian, sl/slv, 1912 Somali, so/som, 1915 Sotho, Southern, st/sot, 1920 Spanish, es/spa, 0519 Sundanese, su/sun, 1921 Swahili, sw/swa, 1923 Swati, ss/ssw, 1919 Swedish, sv/swe, 1922 Tagalog, tl/tgl, 2012 Tajik, **tg/tgk, 2007** Tamil, ta/tam, 2001 Tatar, **tt/tat, 2020** Telugu, te/tel, 2005 Thai, th/tha, 2008 Tibetan, bo/bod, 0215 Tigrinya, ti/tir, 2009 Tonga (Tonga Islands), to/ton, 2015 Tsonga, ts/tso, 2019 Tswana, tn/tsn, 2014 Turkmen, tk/tuk, 2011 Turkish, tr/tur, 2018 Twi, tw/twi, 2023 Ukrainian, uk/ukr, 2111 Urdu, ur/urd, 2118 Uzbek, uz/uzb, 2126 Vietnamese, vi/vie, 2209 Volapük, vo/vol, 2215 Welsh, cy/cym, 0325 Western Frisian, fy/fry, 0625 Wolof, wo/wol, 2315 Xhosa, xh/xho, 2408 Yiddish, ji/yid, 1009 Yoruba, yo/yor, 2515 Zulu, zu/zul, 2621

# \* Country/Area Code Table

Country/Area name, Country/Area code, input code

Anguilla, ai, 0109 Antigua and Barbuda, ag, 0107 Argentina, ar, 0118 Armenia, am, 0113 Australia, au, 0121 Austria, at, 0120 Azerbaijan, az, 0126 Bahamas, bs, 0219 Barbados, bb, 0202 Belarus, by, 0225 Belgium, be, 0205 Belize, bz, 0226 Bermuda, bm, 0213 Brazil, br, 0218 Bulgaria, bg, 0207 Canada, **ca, 0301** Cayman Islands, ky, 1125 Chile, cl, 0312 China, cn, 0314 Colombia, co, 0315 Croatia, hr, 0818 Cyprus, cy, 0325 Czech Republic, cz, 0326 Denmark, dk, 0411 Dominica, dm, 0413 Dominican Republic, do. 0415

Estonia, ee, 0505 Finland, **fi, 0609** France, fr. 0618 Georgia, ge, 0705 Germany, de, 0405 Greece, **gr, 0718** Greenland, gl, 0712 Grenada, gd, 0704 Guyana, **gy, 0725** Haiti, **ht, 0820** Hong Kong, hk, 0811 Hungary, hu, 0821 Iceland, is, 0919 India, in, 0914 Indonesia, id. 0904 Ireland, ie, 0905 Israel, il, 0912 Italy, it, 0920 Jamaica, jm, 1013 Japan, jp, 1016 Kazakhstan, kz, 1126 Korea, Republic of, kr, 1118 Kyrgyzstan, kg, 1107 Latvia, Iv, 1222 Liechtenstein, Ii, 1209 Lithuania. It. 1220

Luxembourg, Iu, 1221 Macedonia, the Former Yugoslav Republic of, mk, 1311 Malaysia, **my, 1325** Malta, **mt, 1320** Mexico, mx, 1324 Moldova, Republic of, md, 1304 Monaco, mc, 1303 Montserrat, ms, 1319 Netherlands, nl, 1412 New Zealand, nz, 1426 Norway, no, 1415 Pakistan, **pk, 1611** Peru, **pe, 1605** Philippines, ph, 1608 Poland, pl, 1612 Portugal, pt, 1620 Puerto Rico, pr, 1618 Romania, ro, 1815 Russian Federation, ru, 1821 Saint Kitts and Nevis, kn, 1114 Saint Lucia, Ic, 1203 Saint Vincent and the Grenadines, vc, 2203 San Marino, sm, 1913

Singapore, sq, 1907

Slovakia, sk, 1911 Slovenia, si, 1909 Spain, es, 0519 Suriname, **sr, 1918** Sweden, **se, 1905** Switzerland, ch, 0308 Taiwan, Province of China, tw, 2023 Tajikistan, tj, 2010 Thailand, th, 2008 Trinidad and Tobago, tt, 2020 Tunisia, tn, 2014 Turkey, tr, 2018 Turkmenistan, tm, 2013 Turks and Caicos Islands, tc, 2003 Ukraine, ua, 2101 United Kingdom, gb, 0702 United States, us, 2119 Uruguay, uy, 2125 Uzbekistan, uz, 2126 Venezuela, ve, 2205 Virgin Islands, British, vg, 2207

# **Chapter 7**

# Additional information

# Licenses

The licenses for the software used on this player are shown below.

### **♦libxml2**

### The MIT License

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

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

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

## \*OpenSSL

The OpenSSL toolkit stays under a dual license, i.e. both the conditions of the OpenSSL License and the original SSLeay license apply to the toolkit.

See below for the actual license texts. Actually both licenses are BSD-style Open Source licenses. In case of any license issues related to OpenSSL please contact openssl-

# core@openssl.org. OpenSSL License

Copyright © 1998-2007 The OpenSSL Project. All rights

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

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

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

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

Original SSLeay License
Copyright © 1995-1998 Eric Young (eay@cryptsoft.com) All rights reserved.

This package is an SSL implementation written by Eric Young (eay@cryptsoft.com). The implementation was written so as to conform with Netscapes SSL.

This library is free for commercial and non-commercial use as long as the following conditions are aheared to. The following conditions apply to all code found in this distribution, be it the RC4, RSA, lhash, DES, etc., code; not just the SSL code. The SSL documentation included with this distribution is covered by the same copyright terms except that the holder is Tim Hudson (tjh@cryptsoft.com). Copyright remains Eric Young's, and as such any Copyright notices in the code are not to be removed. If this package is used in a product, Eric Young should be given attribution as the author of the parts of the library used. This can be in the form of a textual message at program startup or in documentation (online or textual) provided with the package

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

- Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer
- 2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- 3. All advertising materials mentioning features or use of this software must display the following acknowledgement: "This product includes cryptographic software written by Eric Young (eay@cryptsoft.com) The word 'cryptographic' can be left out if the rouines from the library being used are not cryptographic related
- 4. If you include any Windows specific code (or a derivative thereof) from the apps directory (application code) you must include an acknowledgement: "This product includes software written by Tim Hudson (tih@cryptsoft.com)"

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

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

This software is based in part on zlib see http://www.zlib.net for information

## ♦FreeType2

## The FreeType Project LICENSE

2006-Jan-27 Copyright 1996-2002, 2006 by David Turner, Robert Wilhelm, and Werner Lemberg

The FreeType Project is distributed in several archive packages; some of them may contain, in addition to the FreeType font engine, various tools and contributions which rely on, or relate to, the FreeType Project. This license applies to all files found in such packages, and which do not fall under their own explicit license. The license affects thus the FreeType font engine, the test programs, documentation and makefiles, at the very least. This license was inspired by the BSD, Artistic, and IJG (Independent JPEG Group) licenses, which all encourage inclusion and use of free software in commercial and freeware products alike. As a consequence, its main points are that:

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

you have used the FreeType code.('credits')
We specifically permit and encourage the inclusion of this software, with or without modifications, in commercia products. We disclaim all warranties covering The FreeType Project and assume no liability related to The FreeType

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

Portions of this software are copyright © <year> The FreeType Project (www.freetype.org). All rights reserved. Please replace < year > with the value from the FreeType ersion you actually use. Legal Terms

### 0. Definitions

Throughout this license, the terms 'package', 'FreeType Project', and 'FreeType archive' refer to the set of files originally distributed by the authors (David Turner, Robert Wilhelm, and Werner Lemberg) as the 'FreeType Project', be they named as alpha, beta or final release 'You' refers to the licensee, or person using the project, where 'using' is a generic term including compiling the project's source code as well as linking it to form a 'program' or 'executable'. This program is referred to as 'a program using the FreeType engine'.

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

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

### 1. No Warranty

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

### 2. Redistribution

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

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

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

### 3. Advertising

Neither the FreeType authors and contributors nor you shall use the name of the other for commercial, advertising, or promotional purposes without specific prior written permission.

We suggest, but do not require, that you use one or more of the following phrases to refer to this software in your documentation or advertising materials: 'FreeType Project', 'FreeType Engine', 'FreeType library', or 'FreeType Distribution'

As you have not signed this license, you are not required to accept it. However, as the FreeType Project is

copyrighted material, only this license, or another one contracted with the authors, grants you the right to use, distribute and modify it. Therefore, by using distributing, or modifying the FreeType Project, you indicate that you understand and accept all the terms of this license

### 4 Contacts

There are two mailing lists related to FreeType:

freetype@nongnu.org

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

· freetype-devel@nongnu.org Discusses bugs, as well as engine internals, design issues, specific licenses, porting, etc.

Our home page can be found at http://www.freetype.org

### ♦libpng

COPYRIGHT NOTICE, DISCLAIMER, and LICENSE: If you modify libpng you may insert additional notices immediately following this sentence

libpng versions 1.2.6, August 15, 2004, through 1.2.26, April 2, 2008, are Copyright © 2004, 2006-2008 Glenn Randers-Pehrson, and are distributed according to the same disclaimer and license as libpng-1.2.5 with the following individual added to the list of Contributing Authors

libpng versions 1.0.7, July 1, 2000, through 1.2.5 - October 3, 2002, are Copyright © 2000-2002 Glenn Randers-Pehrson, and are distributed according to the same disclaimer and license as libpng-1.0.6 with the following individuals added to the list of Contributing Authors

Simon-Pierre Cadieux

Eric S. Raymond

Gilles Vollant

and with the following additions to the disclaimer: There is no warranty against interference with your enjoyment of the library or against infringement. There is no warranty that our efforts or the library will fulfill any of your particular purposes or needs. This library is provided with all faults, and the entire risk of satisfactory quality,

performance, accuracy, and effort is with the user libpng versions 0.97, January 1998, through 1.0.6, March 20, 2000, are Copyright © 1998, 1999 Glenn Randers-Pehrson, and are distributed according to the same disclaimer and license as libpng-0.96, with the following individuals added to the list of Contributing Authors:

Tom Lane

Glenn Randers-Pehrson Willem van Schaik

libpng versions 0.89, June 1996, through 0.96, May 1997, are Copyright © 1996, 1997 Andreas Dilger Distributed according to the same disclaimer and license as libpng-0.88, with the following individuals added to the list of Contributing Authors:

John Bowler Kevin Bracey Sam Bushell Magnus Holmgren Grea Roelofs

Tom Tanner

libpng versions 0.5, May 1995, through 0.88, January 1996, are Copyright © 1995, 1996 Guy Eric Schalnat, Group 42,

For the purposes of this copyright and license, "Contributing Authors" is defined as the following set of individuals:

Andreas Dilger Dave Martindale Guy Eric Schalnat Paul Schmidt Tim Weaner

The PNG Reference Library is supplied "AS IS". The Contributing Authors and Group 42, Inc. disclaim all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The Contributing Authors and Group 42, Inc. assume no liability for direct, indirect, incidental, special, exemplary, or consequential damages, which may result from the use of the PNG Reference Library, even if advised of the possibility of such damage.
Permission is hereby granted to use, copy, modify, and

distribute this source code, or portions hereof, for any purpose, without fee, subject to the following restrictions:

- The origin of this source code must not be misrepresented. 2. Altered versions must be plainly marked as such and
- must not be misrepresented as being the original source. 3. This Copyright notice may not be removed or altered from

any source or altered source distribution. The Contributing Authors and Group 42, Inc. specifically permit, without fee, and encourage the use of this source code as a component to supporting the PNG file format in commercial products. If you use this source code in a

product, acknowledgment is not required but would be

A "png\_get\_copyright" function is available, for convenient use in "about" boxes and the like: printf("%s",png\_get\_copyright(NULL));Also, the PNG logo (in PNG format, of course) is supplied in the files "pngbar.png" and "pngbar.jpg (88x31) and "pngnow.png"

Libpng is OSI Certified Open Source Software. OSI Certified Open Source is a certification mark of the Open Source Initiative.

Glann Randers-Pehrson glennrp at users.sourceforge.net 2-Apr-08

### ♦libjpg

(98x31).

The Independent JPEG Group's JPEG software README for release 6b of 27-Mar-1998

This distribution contains the sixth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES. below.

Serious users of this software (particularly those incorporating it into larger programs) should contact IJG at jpeg-info@uunet.uu.net to be added to our electronic mailing list. Mailing list members are notified of updates and have a chance to participate in technical discussions.

This software is the work of Tom Lane, Philip Gladstone, Jim Boucher, Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG Group. IJG is not affiliated with the official ISO JPEG standards committee.

DOCUMENTATION ROADMAP

This file contains the following sections:

OVERVIEW General description of JPFG and the IJG software.

LEGAL ISSUES Copyright, lack of warranty, terms of distribution. REFERENCES Where to learn more about JPEG.

ARCHIVE LOCATIONS Where to find newer versions of this software. RELATED SOFTWARE Other stuff you should get.

FILE FORMAT WARS Software \*not\* to get.
Plans for future IJG releases TO DO Other documentation files in the distribution are: User documentation:

How to configure and install the IJG install.doc software. usage.doc Usage instructions for cjpeg, djpeg,

jpegtran, rdjpgcom, and wrjpgcom. \*.1 Unix-style man pages for programs (same info as usage.doc)

wizard.doc Advanced usage instructions for JPEG wizards only.

change.log Version-to-version change highlights. Programmer and internal documentation How to use the JPEG library in your own libipea.doc

programs. example.c Sample code for calling the JPEG library. Overview of the JPEG library's internal structure.doc

structure. filelist.doc Road map of IJG files

coderules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code. OVERVIEW

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing real-world scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression ettings

This software implements JPEG baseline, extendedsequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG: see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cipeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats The library is intended to be reused in other applications. In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included jpegtran, utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it. We welcome the use of this software as a component of

commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES. LEGAL ISSUES

In plain English:

- We don't promise that this software works, (But if you find any bugs, please let us know!)
- 2. You can use this software for whatever you want. You
- don't have to pay us.
  3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code. In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy. This software is copyright © 1991-1998, Thomas G. Lane. All Rights Reserved except as specified below. Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:

(1) If any part of the source code for this software is distributed, then this README file must be included. with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation

(2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".

(3)Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us. Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software"

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

ansi2knr.c is included in this distribution by permission of L. Peter Deutsch, sole proprietor of its copyright holder Aladdin Enterprises of Menlo Park, CA, ansi2knr.c is NOT covered by the above copyright and conditions, but instead by the usual distribution terms of the Free Software Foundation; principally, that you must include source code if you redistribute it. (See the file ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part of any program generated from the IJG code, this does not limit vou more than the foregoing paragraphs do. The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, Itconfig, Itmain.sh). Another support script, install-sh, is copyright

by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, ATAT, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The JIG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce uncompressed GIFs. This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders. We are required to state that

"The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated." REFERENCES

We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is

compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard"

Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.

(Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omist the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in The Data Compression Book by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it. The JPEG standard it is not available electronically; you

must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead: it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-TT,81, Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83, Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS

Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

10918-3 and ITU-T T.84, IJG currently does not support any

Literature Department C-Cube Microsystems, Inc. 1778 McCarthy Blvd. Milpitas, CA 95035

phone (408) 944-6300, fax (408) 944-6314 A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/filf/TIFF6.ps.g2. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or from ftp:/ftp.uu.net/graphics/jpeg/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from ftp://ftp.sgi.com/graphics/tiff/.

The "official" archive site for this software is ftp.uu.net (Internet address 192.48.96.9). The most recent released version can always be found there in directory graphics/jpeg. This particular version will be archived as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't have direct Internet access, UUNET's archives are also available via UICP; contact help@unet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (ftp:// ftp.simtel.net/pub/simtelnet/msdos/graphics/), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 JPEG Tools. Again, these versions may sometimes lan behind the ftn up net release The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is undated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at http:/ /www.faqs.org/faqs/jpeg-faq/ and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu; ftp://rtfm.mit.edu/pub/usenet/news.answers/ jpeg-faq/. If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body

send usenet/news.answers/jpeg-faq/part1 send usenet/news.answers/jpeg-faq/part2 RELATED SOFTWARE

Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cipeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably ftp://wuarchive.wustt.edu/graphics/graphics/packages/NetPBM. Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it twork on any non-Unix machine. A different free JPEG implementation, written by the PVRG group at Stanford, is available from ftp://havefun.stanford.edu/pub/jpeg/. This program is designed

fraverun.stanifor.edu/plus/jpeg/. This program is designized for research and experimentation rather than production use; it is slower, harder to use, and less portable than the US code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.) FILE FORMAT WARS

Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (IFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported. unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At

this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. JIG intends to support SPIFF once the standard is forzen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions — principally, variable quantization and the SPIFF file format. As always, speeding things up is of great interest. Please send bug reports, offers of help, etc. to jpeginfo@uunet.uu.net.

### ♦ libupnp

Copyright (c) 2000-2003 Intel Corporation All rights reserved.

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

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- \* Neither name of Intel Corporation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior witten permission.

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

## **♦ AVC/H.264**

THIS PRODUCT IS LICENSED UNDER THE AVC PATENT PORTFOLIO LICENSE FOR THE PERSONAL AND NON-COMMERCIAL USE OF A CONSUMER TO (1) ENCODE VIDEO IN COMPLIANCE WITH THE AVC STANDARD ("AVC VIDEO") AND/OR (ii) DECODE AVC VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL AND NON-COMMERCIAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED TO PROVIDE AVC VIDEO. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION MAY BE OBTAINED FROM MPEG LA, L.L.C. SEE HTTP://MPEGLA.COM.

# **\*GNU GENERAL PUBLIC LICENSE**

Version 2, June 1991

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

### Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software - to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too. When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are

designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

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

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

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software. Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

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

# TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

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

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program dees.

- 1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program. You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.
- You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:
- a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
- b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
- c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this

License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

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

- 3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:
  - a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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

4. You may not copy, modify, sublicense, or distribute the

- 4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.
- 5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on
- 6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein.
  You are not responsible for enforcing compliance by

third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent

license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

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

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

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

8. If the distribution and/or use of the Program is restricted.

- 8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.
- 9. The Free Software Foundation may publish revised and/ or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.
- Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation. 10.If you wish to incorporate parts of the Program into other
- 10.If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software denerally.

# NO WARRANTY

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

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

# END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs
If you develop a new program, and you want it to be of the
greatest possible use to the public, the best way to achieve
this is to make it free software which everyone can
redistribute and change under these terms.
To do so attach the following notices to the program. It is

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file

should have at least the "copyright" line and a pointer to where the full notice is found

<one line to give the program's name and a brief idea of</p> what it does.>

Copyright © <year> <name of author>

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

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

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

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

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

Gnomovision version 69, Copyright © year name of author

Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type 'show w'. This is free software, and you are welcome to redistribute it under certain conditions: type 'show c' for details.

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

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

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

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

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

### **\*GNU LESSER GENERAL PUBLIC** LICENSE

Version 2.1, February 1999

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

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

### Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software - to make sure the software is free for all its users. This license, the Lesser General Public License, applies to some specially designated software packages - typically libraries - of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

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

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

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

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

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

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

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

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

because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries However, the Lesser license provides advantages in certain special circumstances. For example, on rare occasions, there may be a special

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

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

### TERMS AND CONDITIONS FOR COPYING DISTRIBUTION AND MODIFICATION

modified version of the Library.

- 0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".
- A "library" means a collection of software functions and/ or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.
- The "Library", below, refers to any such software library or work which has been distributed under these terms. A 'work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term 'modification".
- "Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library. Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the

- Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does
- 1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

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

- 2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library. and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:
- a) The modified work must itself be a software library b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful. (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the

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

- 3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices. Once this change is made in a given copy, it is
- irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy. This option is useful when you wish to copy part of the code of the Library into a program that is not a library.
- 4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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

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

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

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length). then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

6. As an exception to the Sections above, you may also

- combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications. You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things: a) Accompany the work with the complete
  - corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library. if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same
- e) Verify that the user has already received a copy of these materials or that you have already sent this user

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and

- distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted. and provided that you do these two things:
- a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.
- b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work
- 8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have the licenses terminated so long as such parties remain in full compliance
- 9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.
- 10. Fach time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.
- 11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously you obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library. If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

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

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License. 12.If the distribution and/or use of the Library is restricted

- in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.
- 13. The Free Software Foundation may publish revised and/ or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.
- Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.
- 14.If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for

permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation: we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

### NO WARRANTY

15.BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE THERE IS NO WARRANTY FOR THE LIBRARY THE EXTENT PERMITTED BY APPLICABLE LAW EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. 16.IN NO EVENT UNLESS REQUIRED BY APPLICABLE

LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

### **END OF TERMS AND CONDITIONS** How to Apply These Terms to Your New Libraries

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

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

<one line to give the library's name and a brief idea of what it does.>

Copyright © <year> <name of author>

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

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

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

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

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

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

James Random Hacker. <signature of Ty Coon>, 1 April 1990 Ty Coon, President of Vice

That's all there is to it!

# **♦**[Notice on GNU General Public Licensel

This product include the software licensed for use under the terms of a GNU General Public License. A copy of the corresponding source code can be obtained by being charged the fee for distribution.

To obtain a copy, contact your local Pioneer Customer Support Center.

See the GNU website (http://www.gnu.org) for details of the GNU General Public License.

# **Cautions on use**

# Moving the player

If you need to move this unit, first remove the disc if there's one loaded, and close the disc tray. Next, press  $\circlearrowleft$  **STANDBY/ON** to switch the power to standby, checking that the **POWER OFF** indication on the front panel display goes off. Wait at least 10 seconds. Lastly, disconnect the power cord.

Never lift or move the unit during playback — discs rotate at a high speed and may be damaged.

# Place of installation

Select a stable place near the TV and AV system to which the unit is connected.

Do not place the player on top of a TV or color monitor. Keep it away from cassette decks or other components easily affected by magnetism.

Avoid the following types of places:

- · Places exposed to direct sunlight
- Humid or poorly ventilated places
- · Extremely hot or cold places
- · Places subject to vibration
- · Dusty places
- Places exposed to soot, steam or heat (in kitchens, etc.)

# ❖ Do not place objects on top

Do not place objects on top of the player.

# Do not obstruct the ventilation holes

Do not use the player on a shaggy rug, bed, or sofa, and do not cover the player with a cloth, etc. Doing so will prevent heat dissipation and could lead to damage.

# Keep away from heat

Do not place the player on top of an amplifier or other device generating heat. When installing in a rack, to avoid the heat generated by the amplifier and other devices, place it on a shelf below the amplifier whenever possible.

# Turn the power off when not using the player

Depending on the conditions of the TV broadcast signals, striped patterns may appear on the screen when the TV is turned on while the player's power is turned on. This is not a malfunction with the player or TV. If this happens, turn the player's power off. In the same way, noise may be heard in the sound of a radio.

# Condensation

If the player is moved suddenly from a cold place into a warm room (in winter, for example) or if the temperature in the room in which the player is installed rises suddenly due to a heater, etc., water droplets (condensation) may form inside (on operating parts and the lens). When condensation is present, the player will not operate properly and playback is not possible. Let the player stand at room temperature for 1 or 2 hours with the power turned on (the time depends on the extent of condensation). The water droplets will dissipate and playback will become possible.

Condensation can also occur in the summer if the player is exposed to the direct wind from an air-conditioner. If this happens, move the player to a different place.

# Cleaning the player

Normally, wipe the player with a soft cloth. For tough dirt, apply some neutral detergent diluted in 5 to 6 parts water to a soft cloth, wring out thoroughly, wipe off the dirt, then wipe again with a dry cloth.

Note that getting alcohol, thinner, benzene or insecticide on the player could cause the print and coating to peel off. Also, avoid leaving rubber or vinyl products in contact with the player for long periods of time, as this could damage the cabinet.

When using chemical-impregnated wipes, etc., read the wipe's cautions carefully.

Unplug the power cord from the power outlet when cleaning the player.

# Caution for when the unit is installed in a rack with a glass door

Do not press the **A OPEN/CLOSE** on the remote control to open the disc tray while the glass door is closed. The door will hamper the movement of the disc tray, and the unit could be damaged.

# Cleaning the pickup lens

The player's lens should not become dirty in normal use, but if for some reason it should malfunction due to dust or dirt, consult your nearest Pioneer authorized service center. Although lens cleaners for players are commercially available, we advise against using them since some may damage the lens.

# **Handling discs**

Do not use damaged (cracked or warped) discs.

Do not scratch the disc's signal surface or let it get dirty. Do not load more than one disc into the player at a time. Do not glue paper or put stickers onto the disc, or use a pencil, ball-point pen or other sharp-tipped writing instrument. These could all damage the disc.



# Storing discs

Always store discs in their cases, and place the cases vertically, avoiding places exposed to high temperature or humidity, direct sunlight or extremely low temperatures. Be sure to read the cautions included with the disc.

# Cleaning discs

It may not be possible to play the disc if there are fingerprints or dust on it. In this case, using a cleaning cloth, etc., to wipe the disc gently from the center toward the outer edge. Do not use a dirty cleaning cloth.



Do not use benzene, thinner or other volatile chemicals. Also do not use record spray or antistatic agents.

For tough dirt, apply some water to a soft cloth, wring out thoroughly, wipe off the dirt, then wipe off the moisture with a dry cloth.

# Specially shaped discs

Specially shaped discs (heart-shaped, hexagonal, etc.) cannot be used on this player. Never use such discs, as they will damage the player.



# Condensation on discs

If the disc is moved suddenly from a cold place into a warm room (in winter, for example), water droplets (condensation) may form on the disc surface. Discs will not play properly if there is condensation on them. Carefully wipe off the water droplets from the disc surface before using the disc.

# **Troubleshooting**

Incorrect operation is often mistaken for trouble or malfunction. If you think that there is something wrong with this component, check the points below. Sometimes the trouble may lie in another component. Inspect the other components and electrical appliances being used. If the trouble cannot be rectified even after checking the points below, ask your nearest Pioneer authorized service center or your dealer to carry out repair work.

# **Playback**

Problem	Check	Remedy
<ul><li>Disc does not play.</li><li>Disc tray opens</li></ul>	Is the disc one that is playable on this player?	Check whether the disc is one that can be played on this player (page 7).
automatically.	Is the file one that is playable on this player?	Check whether the file is one that can be played on this player (page 9).
		Check whether or not the file is damaged.
	Is the disc scratched?	It may not be possible to play scratched discs.
	Is the disc dirty?	Clean the disc (above).
	Is there a piece of paper or sticker attached to the disc?	The disc may be warped and unplayable.
	Is the disc properly set in the	Set the disc with the printed side facing up.
	disc tray?	Set the disc properly in the depression in the disc tray.
	Is the region number correct?	See About region numbers on page 9 for the region numbers of disc that can be played on this player.

Problem	Check	Remedy
No picture is displayed or the picture is not displayed	Is the video cable properly connected?	Connect the cable properly according to the connected devices (page 13).
properly.		• Insert the cable firmly and all the way in.
	Is the video cable damaged?	If the cable is damaged, replace it with a new one.
	Is the input setting on the connected TV or AV receiver or amplifier right?	Read the operating instructions of the connected components and switch to the proper input.
	Are you viewing the picture from the video output terminal selected with <b>VIDEO SELECT</b> ?	Press <b>VIDEO SELECT</b> to switch the video output terminal to be viewed (page 21).
	Is the output video resolution properly set?	Use <b>OUTPUT RESOLUTION</b> to switch to a resolution at which the video and audio signals are output (page 21).
	Is the player connected with an HDMI cable other than a High Speed HDMI™ cable (with a Standard HDMI™ cable)?     Are you using an HDMI cable with built-in equalizer?	1080p or Deep Color video signals may not be output properly, depending on the HDMI cable being used or the player's settings. Press ■ while pressing ▶ on the player's front panel to restore the video outputs to the factory default settings. After this, if you wish to output the video signals with 1080p or Deep Color, connect the TV using a High Speed HDMI™ cable without built-in equalizer, then reset the player using the <b>Setup Navigator</b> (page 18).
	Does the connected TV support the frame rate of the video signal being output by the player?	If the picture is not displayed when playing a disc with a frame rate that is not supported, the picture will not be displayed even when playback is stopped. In this case, use the procedure below to switch the frame rate of the video signals output from the player.  Eject the disc and close the disc tray. Then, press ▲ OPEN/CLOSE while pressing ▶ on the player's front panel to switch to a frame rate supported by the connected TV.
	Is NTSC on PAL TV properly set?	When viewing the video signals output from the player's S-Video or Video terminal, set <b>NTSC on PAL TV</b> properly (page 37).
	Is a DVI device connected?	The picture may not be displayed properly if a DVI device is connected.
	Is <b>HDMI Color Space</b> properly set?	Change the <b>HDMI Color Space</b> setting (page 38).
Picture freezes and the front panel and remote control buttons stop working.		<ul> <li>Press ■ STOP to stop playback, then restart playback.</li> <li>If the playback cannot be stopped, press ♂ STANDBY/ON on the player's front panel to turn off the power, then turn the power back on.</li> <li>If the power cannot be turned off, press and hold ♂ STANDBY/ON on the player's front panel for over 5 seconds. The power will turn off.</li> </ul>
Motion is unnatural or picture is not clear.		Change the <b>Pure Cinema</b> setting (page 34).
No picture is displayed or picture is not output in high definition when playing BDs.		With some discs, it may not be possible to output the video signals from the <b>VIDEO</b> output terminal or the <b>COMPONENT VIDEO</b> output terminals. In this case, connect using an HDMI cable (page 13).
Picture is disturbed during playback.     Picture is dark.		• This player supports Macrovision analog copy protection technology. With some TVs (such as with built-in video deck), the picture will not be displayed properly when the copy protected DVD title is played. This is not a malfunction.
		If the player and TV are connected via a DVD recorder/video deck, etc., the picture will not be displayed properly due to analog copy protection. Connect the player and TV directly.

Problem	Check	Remedy
<ul><li>Picture is stretched.</li><li>Picture is cropped.</li></ul>	Is the TV's aspect ratio properly set?	Read the TV's operating instructions and set the TV's aspect ratio properly.
• Aspect ratio cannot be switched.	Is <b>TV Aspect Ratio</b> properly set?	Set <b>TV Aspect Ratio</b> properly (page 37).
	Is <b>4:3 Video Out</b> properly set?	Set <b>4:3 Video Out</b> properly (page 37).
	ls <b>DVD 16:9 Video Out</b> properly set?	Set <b>DVD 16:9 Video Out</b> properly (page 37).
		When video signals with a resolution of 1080/50i, 1080/50p, 720/50p, 1080/24p, 1080/60i, 1080/60p or 720/60p are being output from the <b>HDMI OUT</b> terminal or the <b>COMPONENT VIDEO</b> output terminals, they may be output with an aspect ratio of 16:9 even if <b>TV Aspect Ratio</b> is set to <b>4:3 (Standard)</b> (page 37).
Picture is interrupted.		The picture may be interrupted when the resolution of the recorded video signal switches. Press <b>OUTPUT RESOLUTION</b> to select a setting other than <b>Auto</b> or <b>Source Direct</b> (page 21).
The subtitles cannot be switched.		The subtitles cannot be switched for discs recorded on a DVD or BD recorder.
Sound and picture are not synchronized.	Is <b>Output Terminal</b> properly set?	Set <b>Output Terminal</b> properly (pages 18 and 43).
	Is <b>Lip Sync</b> properly set?	Adjust the amount of audio delay with the <b>Lip Sync</b> setting (page 35).
<ul><li>No sound is output.</li><li>Sound is not output</li></ul>	Is the disc played back in slow motion?	No sound is output during slow motion play and forward and reverse scanning.
properly.	Is the disc played back in fast forward or fast reverse?	
	Are the audio cables properly connected?	<ul> <li>Connect the cable properly according to the connected devices (page 13).</li> <li>Insert the cable firmly and all the way in.</li> </ul>
	Is the audio cable damaged?	If the cable is damaged, replace it with a new one.
	Are the connected components (AV receiver or amplifier, etc.) properly set?	Read the operating instructions of the connected components and check the volume, input, speaker settings, etc.
	Are you trying to listen to the sound of the <b>HDMI OUT</b> terminal while watching the picture from the <b>COMPONENT VIDEO</b> or <b>VIDEO</b> output terminals?	Audio signals are not output from the <b>HDMI OUT</b> terminal when video signals are being output from the <b>COMPONENT VIDEO</b> or <b>VIDEO</b> output terminals. When watching the picture of the <b>COMPONENT VIDEO</b> or <b>VIDEO</b> output terminals, connect an optical digital audio cable or regular audio cables to listen to the sound (page 16). Once connections are completed, use <b>Setup Navigator</b> to make the player's settings (page 18).
	Is <b>HDMI Audio Out</b> properly set?	Set HDMI Audio Out to Auto or PCM. (page 38).
	Is <b>Output Terminal</b> properly set?	When <b>ANALOG AUDIO</b> is selected at <b>Output Terminal</b> , no audio signals are output from the <b>HDMI OUT</b> or <b>DIGITAL OUT</b> terminal (page 43).
	Is the output video resolution properly set?	Use <b>OUTPUT RESOLUTION</b> to switch to the resolution at which the video and audio signals are output (page 21).
	Is a DVI device connected?	The sound will not be output from the <b>HDMI OUT</b> terminal if a DVI device is connected. Connect the device to a <b>DIGITAL OUT</b> terminal or the <b>AUDIO OUT</b> terminals (page 16).
		For some BDs, audio signals are only output from <b>DIGITAL OUT</b> terminal or the <b>HDMI OUT</b> terminal.

Problem	Check	Remedy
Multi-channel sound is not output.	Is <b>Output Terminal</b> properly set?	Linear PCM (2-channel) audio signals are output from output terminals other than the one set at <b>Output Terminal</b> under <b>Audio Out</b> . Set <b>Output Terminal</b> properly (page 43).
	Is the audio output of the connected AV receiver or amplifier, etc., properly set?	Read the operating instructions of the connected AV receiver or amplifier and check the audio output settings of AV receiver or amplifier.
	Is multi-channel sound selected?	Use the menu screen or <b>AUDIO</b> to switch the disc's sound to multichannel.
Noise can be heard when outputting DTS Digital Surround signals from the <b>DIGITAL OUT</b> terminal.	Is the connected AV receiver or amplifier compatible with DTS Digital Surround?	If an AV receiver or amplifier that is not compatible with DTS Digital Surround is connected to the <b>DIGITAL OUT</b> terminal, set <b>DTS Out</b> to <b>DTS → PCM</b> (page 37).
192 kHz or 96 kHz digital audio signals cannot be output from the <b>DIGITAL</b> <b>OUT</b> terminal.		It is not possible to output 192 kHz or 96 kHz digital audio signals from this player's <b>DIGITAL OUT</b> terminal. The signals are automatically converted to 48 kHz or less for output.
Secondary audio or interactive audio is not	Is <b>HDMI Audio Out</b> properly set?	When listening to the sound from an <b>HDMI OUT</b> terminal, set <b>HDMI Audio Out</b> to <b>PCM</b> (page 38).
output.	Are <b>Dolby Digital Out</b> and <b>DTS Out</b> properly set?	When listening to the sound from an <b>DIGITAL OUT</b> terminal, set <b>Dolby Digital Out</b> to <b>Dolby Digital 1</b> , <b>DTS Out</b> to <b>DTS 1</b> (page 37).
Sound is fast or slow.	When an HDMI cable is connected, are audio signals being output from devices connected with cables other than HDMI cables?	When a Pioneer AV receiver or amplifier compatible with the PQLS function is connected directly to the player's <b>HDMI OUT</b> terminal using an HDMI cable, the PQLS function is activated when playing discs. Because of this, the sound output from components other than the ones connected by HDMI cable may be fast or slow. If this happens, set <b>PQLS</b> to <b>Off</b> (page 38).
After a disc is inserted, <b>Loading</b> stays displayed and playback does not start.	Are there too many files recorded on the disc?	When a disc on which files are recorded is inserted, depending on the number of files recorded on the disc, loading may take several dozen minutes.
■ is displayed in file names, etc.		The characters that cannot be displayed on this player are displayed in $\blacksquare$ .
A message indicating low memory appears while playing a BD-ROM disc.		<ul> <li>Perform Individual/Shared Data Erase or Storage Format (page 42).</li> <li>Perform Application Data Erase (page 42).</li> </ul>
The DVD layer of BD and DVD hybrid discs cannot be played.	Is <b>Hybrid Disc Playback</b> properly set?	Set <b>Hybrid Disc Playback</b> to <b>DVD</b> (page 39).
The CD layer of BD and CD hybrid discs cannot be played.	Is <b>Hybrid Disc Playback</b> properly set?	Set <b>Hybrid Disc Playback</b> to <b>CD</b> (page 39).
The BDMV format on BD-R/-RE discs cannot be played.		To play the BDMV format on BD-R/-RE discs containing both BDMV and BDAV formats, set <b>BDMV/BDAV Playback Priority</b> to <b>BDMV</b> (page 39).

# **KURO LINK**

Problem	Check	Remedy		
KURO LINK function does not work.	Is the HDMI cable properly connected?	To use the KURO LINK function, connect the Flat Screen TV, and AV system (AV receiver or amplifier, etc.) and HD AV Converter to the <b>HDMI OUT</b> terminal (page 15).		
	Is the HDMI cable you are using a High Speed HDMI™ cable?	Use a High Speed HDMI™ cable. The KURO LINK function may not work properly if HDMI cable other than a High Speed HDMI™ cable is used.		
	Are you connected to the TV using an HDMI cable to watch the picture?	If video signals are being output from a terminal other than the <b>HDMI OUT</b> terminal, the KURO LINK function does not work. Connect to the TV using an HDMI cable and press <b>VIDEO SELECT</b> to switch to the <b>HDMI OUT</b> terminal (pages 15 and 21).		
	Is <b>KURO LINK</b> set to <b>On</b> on the player?	Set KURO LINK to On on the player (page 38).		
	Does the connected device support the KURO LINK function?	The KURO LINK function will not work with devices of other brands that do not support the KURO LINK function, even when connected using an HDMI cable.		
		The KURO LINK function will not work if devices that do not support the KURO LINK function are connected between the KURO LINK- compatible device and the player.		
		• See About connections to components of other makes supporting the KURO LINK function on page 15.		
		Even when connected to a Pioneer product compatible with the KURO LINK function, some of the functions may not work.  Also refer to the operating instructions of the connected device.		
	Is KURO LINK set to On on the connected device?	Set KURO LINK to On on the connected device. The KURO LINK function operates when KURO LINK is set to On for all devices connected to the <b>HDMI OUT</b> terminal.  Once connections and settings of all the devices are finished, be sure to check that the player's picture is output to the Flat Screen TV. (Also check after changing the connected devices and connecting and/or disconnecting HDMI cables.) If the player's picture is not being output to the Flat Screen TV, the KURO LINK function may not work properly. For details, refer to the operating instructions of the connected device.		
	Are multiple players connected?	The KURO LINK function may not work if three or more players, including this player, are connected by HDMI cable.		
The input does not switch automatically on the Flat Screen TV and AV system (AV receiver or amplifier, etc.) when playback is started on the player or the Home Menu or Home Media Gallery is displayed.	Is <b>Display Power On</b> set to <b>Off</b> on the player?	Set <b>Display Power On</b> to <b>On</b> (page 38).		

# Network

Problem	Check	Remedy	
BD-LIVE function (connection to the Internet) cannot be used.  "Connection to the software updating server failed" is displayed when you try to update the software.		Perform <b>Connection Test</b> (page 42). If "Network connection test completed successfully." is displayed, check the proxy server settings (page 41). Also there may be a problem with the Internet connection. Contact your Internet service provider.	
"OK to grant netwo to BD applications? displayed when a B	?" is BD-LIVE	This is displayed if the BD-ROM does not have valid BD-LIVE network access approval. Select <b>No</b> if you do not want to authorize access to the network.	

Check	Remedy
	Depending on the Internet connection and other conditions, some time may be required to update the software.
	The message is displayed when software updating has failed. Check again whether it can be updated properly.
Is "LAN cable not connected" displayed?	Check that this player and Ethernet hub (or router with hub functionality) are properly connected.
Is "IP address cannot be obtained." displayed?     Is "No response from the gateway." displayed?	If the IP address is obtained using the DHCP server function, check the setting is correct at the <b>Display Network Configuration</b> (page 41). For details on the DHCP server function, see the operating instructions of the Ethernet hub (or router with hub functionality).     Set the IP address manually.
Is "IP address is overlapped." displayed?	Check the operation and settings of the DHCP server function of the Ethernet hub (or router with hub functionality). For details on the DHCP server function, see the operating instructions of the Ethernet hub (or router with hub functionality).      If this player's has been set manually, reset the IP address of this player or other components.
Is the Ethernet hub (or router with hub functionality) operating properly?	Check the settings and operation the Ethernet hub (or router with hub functionality). For details, see the operating instructions of the Ethernet hub.     Reboot the Ethernet hub (or router with hub functionality).
	Is "LAN cable not connected" displayed?  Is "IP address cannot be obtained." displayed?  Is "No response from the gateway." displayed?  Is "IP address is overlapped." displayed?

# **Others**

Problem	Check	Remedy
The player's power turns or automatically.	Is <b>Auto Power Off</b> set to <b>On</b> ?	If <b>Auto Power Off</b> is set to <b>On</b> , the player's power turns off automatically if no operation is performed for over 30 minutes (page 40).
	Is Display Power Off set to On?	The player's power may turn off together with the power of the TV connected to the <b>HDMI OUT</b> terminal. If you do not want the player's power to turn off when the TV's power is turned off, set <b>Display Power Off</b> to <b>Off</b> (page 38).
The player's power turns on automatically.	Is KURO LINK set to On?	The player's power may turn on together with the power of the TV connected to the <b>HDMI OUT</b> terminal. If you do not want the player's power to turn on when the TV's power is turned on, set <b>KURO LINK</b> to <b>Off</b> (page 38).
Player cannot be operated with remote control.	Is an AV receiver or amplifier connected to the <b>CONTROL</b> <b>IN</b> terminal on the player's rear panel?	Operate with the remote control of the device connected to the <b>CONTROL IN</b> terminal.
	Are you operating the remote control from a point too far away from the player?	Operate from within 7 m of the remote control sensor.
	Are the batteries dead?	Replace the batteries (page 6).
Input of connected TV, and AV system and HD AV Converter switches automatically.	Is KURO LINK set to On?	The input of the TV, and AV system (AV receiver or amplifier, etc.) and HD AV Converter connected to the <b>HDMI OUT</b> terminal may automatically switch to the player when playback starts on the player or the menu screen (Home Media Gallery, etc.) is displayed. If you do not want the inputs of the connected TV, and AV system (AV receiver or amplifier, etc.) and HD AV Converter to switch automatically, set <b>KURO LINK</b> to <b>Off</b> (page 38).
"Processing failed." is displayed.		If the message appears repeatedly, please ask your nearest Pioneer authorized service center or your dealer to carry out repair work.

Problem	Check	Remedy
Settings you have made have been cleared.	Have you disconnected the power cord while the player's power was on?     Has there been a power failure?	Always press & STANDBY/ON on the player's front panel or & STANDBY/ON on the remote control and check that POWER OFF has turned off from the player's front panel display before disconnecting the power cord. Be particularly careful when the power cord is connected to the AC outlet on another device because the player turns off in conjunction with the device.
<b>EXT</b> does not light on the player's front panel display when a USB (external	Is the external storage device properly connected?	Turn the player's power off, then turn the power back on.  Turn the player's power off, then reconnect the external storage device (page 16).
storage) device is connected	Are you using a USB cable that is longer than 2 meters?	Use a USB cable with a length of 2 meters or less.
	Is the power of the external hard disk turned on?	Turn the player's power off, then turn the external hard disk's power on.
		External storage device may not work if connected to the <b>USB</b> port via a memory card reader or USB hub.
	Does the external storage device contain multiple partitions?	External storage devices may not be recognized if they contain multiple partitions.
		Some external storage devices may not operate.
<b>EXT</b> flashes on the player's front panel display when a	Is the external storage device write-protected?	Turn the player's power off, then disable the write-protection.
USB (external storage) device is connected.	Is the external storage device's file system FAT16 or FAT32?	Only external storage devices with a FAT16 or FAT32 file system can be used. They may be usable if they are formatted from the player (page 42).
		Turn the player's power off, then turn the power back on.

# **Glossary**

# \* Angle (Multi angle)

Up to 9 camera angles can be recorded simultaneously on BD-ROM or DVD-Video discs, letting you view the same scene from different angles.

# AVCHD (Advanced Video Codec High Definition)

See Playing DVDs on page 9.

# **♦ BDAV**

Of the BD format, the Audio Visual Format Specifications for HD digital broadcast recording is referred to as BDAV on this player and in this operating instructions.

### ♦ BD-J

See Playing BDs on page 8.

## **\* BD-LIVE**

See Playing BDs on page 8.

# \* BDMV

Of the BD format, the Audio Visual Format Specifications designed for pre-packaged high definition (HD) movie contents is referred to as BDMV on this player and in this operating instructions.

# **\* BONUSVIEW**

See Playing BDs on page 8.

# \* Component video output

This video output terminal provides clearer pictures when connected to a TV equipped with component inputs. Component video signals consist of three signals, Y, PB and PR.

# Deep Color

See About HDMI on page 13.

### Default Gateway

A default gateway is a communication device such as a router which passes data between networks. It is used to direct data to networks on which the destination gateway is not explicitly specified.

# DHCP (Dynamic Host Configuration Protocol)

This protocol provides configuration parameters (IP address, etc.) for computers and other devices connected to the network.

# \* DivX

See Supported video file formats on page 9.

# DNS (Domain Name System)

This is a system for associating Internet host names with IP addresses.

# \* Dolby Digital

Dolby Digital is an audio format to record the sound in up to 5.1 channels with a fraction of the amount of data as compared to linear PCM audio signals.

# \* Dolby Digital Plus

Dolby Digital Plus is an audio format for high-definition media. Built on Dolby Digital, it combines the efficiency and flexibility to provide high quality multi-channel audio. With BD-ROMs, up to 7.1 channels of digital sound can be recorded.

# ❖ Dolby TrueHD

Dolby TrueHD is an audio format using lossless coding. With BD-ROMs, up to 8 channels can be recorded at 96 kHz/24 bits, or up to 6 channels at 192 kHz/24 bits.

### **❖ DRM**

A technology for protecting copyrighted digital data. Digitized videos, images and audio retain the same quality even when they are copied or transferred repeatedly. DRM is a technology for restricting the distribution or playback of such digital data without the authorization of the copyright holder.

# \* DTS Digital Surround

DTS Digital Surround is an audio format to record 48 kHz/24 bits audio signals in 5.1 channels.

# \* DTS-HD High Resolution Audio

DTS-HD High Resolution Audio is an audio format using lossy coding. It can record 7.1 channels at 96 kHz/24 bits.

## \* DTS-HD Master Audio

DTS-HD Master Audio is an audio format using lossless coding. With BD-ROMs, 7.1 channels can be recorded at 96 kHz/24 bits, or 5.1 channels at 192 kHz/24 bits.

### ❖ Ethernet

A standard for local area networks (LANs) used to connect multiple computers, etc. in the same location. This player supports 100BASE-TX.

# \* Frames and fields

A frame is the unit for one of the still pictures which compose motion pictures. One frame consists of a picture of odd lines and a picture of even lines called fields in video signal with interlaced scan method (576i, 1080i, etc.).

# HDMI (High-Definition Multimedia Interface)

See About HDMI on page 13.

# Interactive audio

The audio signals recorded in the titles of BD-ROMs. They include for example the clicking sound made when the menu screen is operated.

# Interlaced scan

With this method, one picture is displayed by scanning it twice. The odd lines are displayed in the first pass, the even lines are displayed in the second, to form a single picture (frame). Interlaced scan is indicated in this player and operating instructions by an "i" after the resolution value (for example, 576i).

# IP address

An address that identifies a computer or other device connected to the Internet or local area network. It is represented a number in four sections.

# Linear PCM

This is referred as the audio signals that are not compressed.

# MAC (Media Access Control) address

A hardware identification number assigned specifically to the network device (LAN card, etc.).

# MPEG (Moving Picture Experts Group)

The name of a family of standards used to encode video and audio signals in a digital compressed format. The video encoding standards include MPEG-1 Video, MPEG-2 Video, MPEG-4 Visual, MPEG-4 AVC, etc. The audio encoding standards include MPEG-1 Audio, MPEG-2 Audio, MPEG-2 AAC, etc.

# Parental Lock

See Changing the Parental Lock level for viewing DVDs and Changing the Age Restriction for viewing BD-ROMs on page 43.

# Picture-in-Picture (P-in-P)

This is a function for superimposing a sub video on the main video. Some BD-ROMs include secondary video, which can be superimposed on the primary video.

# Port number

This is a sub-address provided below the IP address for simultaneously connecting to multiple parties during Internet communications.

# Progressive scan

With this method, one picture is consisted of a single picture, without dividing it in two pictures. Progressive scan provides clear pictures with no flicker, in particular for still pictures that contain much text, graphics, or horizontal lines. Progressive scan is indicated in this player and operating instructions by a "p" after the resolution value (for example, 576p).

# Proxy server

This is a relay server for ensuring fast access and safe communications when connecting to the Internet from an internal network.

# Region number

See About region numbers on page 9.

### Secondary audio

Some BD-ROMs include sub audio streams mixed with the main audio stream. These sub audio streams are called "secondary audio". On some discs this secondary audio is recorded as the audio for the secondary video.

# Secondary video

Some BD-ROMs include sub videos superimposed on the main videos using the Picture-in-Picture function. These sub videos are called "secondary video".

# **❖ Subnet mask**

This is used to identify which part of the IP address corresponds to the subnet (a separately managed network). The subnet mask is expressed as "255.255.255.0".

# USB(Universal Serial Bus)

USB is the industry standard for connecting peripherals to PCs.

# **\* VC-1**

A video codec developed by Microsoft and standardized by the Society of Motion Picture and Television Engineers (SMPTE). Some BDs include videos encoded in this codec.

# \* x.v.Color

See About HDMI on page 13.

# **Specifications**

Model			BDP-I X52
Туре			Blu-ray Disc PLAYER
Rated voltage			Europe, Australia and New Zealand models: AC 220 V to 240 V
	<b>3</b> .		Others: AC 110 V to 240 V
Ra	ted frequency		50 Hz/60 Hz
Power consumption			32 W
Power consumption (standby)			0.3 W
Weight			3.6 kg
External dimensions (including projecting parts)			420 mm (W) x 83 mm (H) x 287 mm (D)
Tolerable operating temperature		erature	+5 °C to +35 °C
Tolerable operating humidity		lity	5 % to 85 % (no condensation)
٥	HDMI		1 set, 19-pin: 5 V, 250 mA
Output terminals	Video outputs	Video	1 set, RCA jack: 1.0 Vp-p (75 Ω)
t te		Component video	1 set, RCA jacks:
₫.			Y: 1.0 Vp-p (75 <b>Ω</b> )
na			PB, Pr: 0.7 Vp-p (75 <b>Ω</b> )
v	Audio outputs	2-channel (left/right)	1 set, RCA jacks
		Audio output level	200 mVrms (1 kHz, -20 dB)
		Frequency response	4 Hz to 88 kHz (192 kHz sampling)
	Digital audio outputs	Optical	1 set, Optical digital jack
LAN			1 set, Ethernet jack (100BASE-TX)
Со	ntrol	Input	1 set, Minijack (3.5 ø)
USB			1 set, Type A



- The specifications and design of this product are subject to change without notice.
- This product includes FontAvenue® fonts licenced by NEC Corporation. FontAvenue is a registered trademark of NEC Corporation.

Please refer to our website for information regarding software updates and service to this product.

# Contact information:

U.K.

Pioneer GB LTD.

Hollybush Hill, Stoke Poges Slough, Buckinghamshire SL2 4QP UNITED KINGDOM

0870 600 1539

http://www.pioneer.co.uk/uk/content/support/support/upgrade.html

# Australia, New Zealand and other Oceania area

Pioneer Electronics Australia Ptv Ltd

2211 Princes Highway, Mulgrave, VIC 3170, Australia

1800 988 268

http://www.pioneer.com.au

## Hong Kong

Pioneer (HK) Limited - Customer Service Center

Unit 2, 17/F, Vanta Industrial Centre, 21-33 Tai Lin Pai Road, Kwai Chung, Hong Kong

(852) 3583 3288

https://www.pioneerhongkong.com.hk

# **Singapore**

Pioneer Electronics AsiaCentre Pte Ltd

253 Alexandra Road (Komoco Building)#04-01, Lobby 2 Singapore 159936

(65) 6472-7555

http://www.pioneer.com.sq/firmwaredownload

## Malaysia

Pioneer Technology (Malaysia) Sdn Bhd

16th Floor, Menara Uni. Asia, 1008, Jalan Sultan Ismail 50250, Kuala Lumpur, Malaysia

(03) 2697-2920

http://www.pioneer.com.sq/firmwaredownload

# **Thailand**

Pioneer Electronics (Thailand) CO.,LTD

91/1 Floor 1&7 Chaiyo Building, Rama 9 Road, Huaykwang District Bangkok 10320, Thailand

(662) 6439-444

http://www.pioneer.com.sg/firmwaredownload

### Taiwan

Pioneer High Fidelity Taiwan Co. Ltd

13th Floor, No.44, Chung Shan North Road, Sec.2 Taipei, Taiwan

(886 2) 2521-3166

http://www.pioneer-twn.com.tw

# Indonesia

PT. Adab Alam Electronic

Jl. K.H. Zainul Arifin No. 13A Jakarta-Pusat Indonesia

(21) 6331-924

http://www.pioneer.com.sg/firmwaredownload

# PIONEER CORPORATION

4-1, Meguro 1-Chome, Meguro-ku, Tokyo 153-8654, Japan

# PIONEER ELECTRONICS (USA) INC.

P.O. BOX 1540, Long Beach, Californía 90801-1540, U.S.A. TEL: (800) 421-1404

# PIONEER ELECTRONICS OF CANADA, INC.

300 Allstate Parkway, Markham, Ontario L3R 0P2, Canada TEL: 1-877-283-5901, 905-479-4411

# **PIONEER EUROPE NV**

Haven 1087, Keetberglaan 1, B-9120 Melsele, Belgium TEL: 03/570.05.11

# PIONEER ELECTRONICS ASIACENTRE PTE. LTD.

253 Alexandra Road, #04-01, Singapore 159936 TEL: 65-6472-7555

# PIONEER ELECTRONICS AUSTRALIA PTY. LTD.

178-184 Boundary Road, Braeside, Victoria 3195, Australia, TEL: (03) 9586-6300

## PIONEER ELECTRONICS DE MEXICO S.A. DE C.V.

Blvd.Manuel Avila Camacho 138 10 piso Col.Lomas de Chapultepec, Mexico, D.F. 11000 TEL: 55-9178-4270 K002 B En

Published by Pioneer Corporation.

Copyright © 2009 Pioneer Corporation. All rights reserved.

<VRB1514-A> Printed in

Free Manuals Download Website

http://myh66.com

http://usermanuals.us

http://www.somanuals.com

http://www.4manuals.cc

http://www.manual-lib.com

http://www.404manual.com

http://www.luxmanual.com

http://aubethermostatmanual.com

Golf course search by state

http://golfingnear.com

Email search by domain

http://emailbydomain.com

Auto manuals search

http://auto.somanuals.com

TV manuals search

http://tv.somanuals.com