























































Original	Replacement	Original	Replacement
On/Off	 Power	OK Enter	 Ok
Mute	 Mute	Menu Right	 Right
Update	 +  Shift + Smart	Menu Off	 Exit
Txt Stop	 Stop	Menu Down	 Down
Reveal	 Smart	Back	 Back
Info	 Info	Volume+	 Vol +
Subt.List	 Subt	Chan.Up	 Ch +
Sleep Timer	 Sleep	Volume-	 Vol -
Return TV	 TV/R	Menu audio	 Dual
Menu video	 D. Menu	Chan.Down	 Ch -
Text	 Text	1	 1
Txt Expand	 Eject	2	 2
TV/AV	 AV	3	 3
Menu	 Menu	4	 4
Menu Up	 Up	5	 5
Display	 +  Shift + Info	6	 6
Menu Left	 Left	7	 7



Original	Replacement	Original	Replacement
8	 8	Color+ P.Std	 +  Shift + Format
9	 9	Tune-	 +  Shift + Left
Guide -/-- 1.	 Guide	Tone-	 +  Shift + Down
0/10	 0	Tone+	 +  Shift + Up
2.Fav P/C 2.	 Pre Ch	Browse	 Media
Red	 Red	Color- S.Std	 +  Shift + Dual
Green	 Green	Tune+	 +  Shift + Right
Game Coo	 List	Contrast+	 +  Shift + Ch +
Mix Scan	 3D	Contrast-	 +  Shift + Ch -
Aft/Caf	 I<<	3.*	 +  Shift + Guide
On/Tim	 Options	4.# 16:9	 Format
Bright+ Mode	 >>	Surround	 +  Shift + Red
Off/Tim	 +  Shift + Options	Nicam/Mono	 +  Shift + Green
Yellow	 Yellow	Level L	 +  Shift + Yellow
Audio+	 >>I	Level R/Woofer	 +  Shift + Blue
Blue	 Blue		
Bright- Sys	 <<		

