







































| Original | Replacement | Original | Replacement |
|-------------|--|------------|---|
| On/Off |  Power | OK Enter |  Ok |
| Mute |  Mute | Menu Right |  Right |
| Update |  +  Shift + Red | Menu Off |  Exit |
| Reveal |  +  Shift + Green | Menu Down |  Down |
| Txt Stop |  Stop | Back |  Back |
| Subt.List |  Subt | Volume+ |  Vol + |
| Sleep Timer |  Sleep | Menu audio |  Dual |
| Info |  Info | Chan.Up |  Ch + |
| Menu video |  D. Menu | Volume- |  Vol - |
| Return TV |  +  Shift + Back | 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 | Nicam/Mono |  +  Shift + Dual |
| 9 |  9 | Level R/Woofer |  >> |
| Guide -/-- 1. |  Guide | Aft/Caf |  Smart |
| 0/10 |  0 | Store |  Media |
| 2.Fav P/C 2. |  Pre Ch | Search |  TV/R |
| Red |  Red | Tune- |  +  Shift + Left |
| Green |  Green | Tune+ |  +  Shift + Right |
| Yellow |  Yellow | Contrast- |  +  Shift + Ch - |
| Bright+ Mode |  Options | | |
| Blue |  Blue | | |
| Rotate Text |  +  Shift + Mute | | |
| Contrast+ |  +  Shift + Format | | |
| Tone- |  3D | | |
| Mix Scan |  List | | |
| Color- S.Std |  Format | | |
| Game Coo |  +  Shift + Smart | | |
| Level L |  << | | |

