

# **LEDStudio User's Manual**

**V12.65**

# Table of Contents

Chapter1 Introduction .....	5
1.1. Features .....	5
1.2. Requirements.....	5
1.3. What's New in LEDStudioV12.64 .....	5
1.4. What's New in LEDStudioV12.65 .....	5
Chapter2 Installation.....	6
2.1. Installation.....	6
Chapter3 How to Run LEDStudio .....	7
3.1. LEDStudio Interface.....	7
3.2. LEDStudio Menus.....	8
3.2.1. File Menu .....	8
3.2.1.1. New .....	8
3.2.1.2. Open .....	8
3.2.1.3. Save .....	8
3.2.1.4. Save As.....	8
3.2.1.5. Recent files .....	9
3.2.1.6. Log off.....	9
3.2.1.7. Exit .....	9
3.2.2. Control Menu .....	9
3.2.2.1. Play.....	9
3.2.2.2. Play Last.....	10
3.2.2.3. Play Next.....	10
3.2.2.4. Pause.....	10
3.2.2.5. Stop.....	10
3.2.2.6. Notify.....	10
3.2.2.7. Score Manager.....	12
3.2.2.9. Stop PowerPoint File.....	15
3.2.2.10. Play VCD/DVD.....	15
3.2.2.11. Backup Program .....	15
3.2.2.12. Manager for LED Screen Sever (online).....	15
3.2.2.13. Manager for LED Screen Sever (offline) .....	15
3.2.2.14. Insert Video .....	15
3.2.2.14. Split wnd.....	15
3.2.3. Tool Menu .....	19
3.2.4. Option Menu .....	20
3.2.4.1. Play Background/Foreground.....	20
3.2.4.2. Schedule Table.....	20
3.2.4.3. Schedule Hide Setup .....	24

3.2.4.4. Language .....	25
3.2.4.5. Show play window/Hide play window .....	25
3.2.4.6. Software Setup .....	26
3.2.4.6.1. Play Window .....	27
3.2.4.6.2. Networking:.....	29
3.2.4.6.3. E-mail settings .....	37
3.2.4.6.4. Auto .....	38
3.2.4.6.5. Other .....	39
3.2.4.7. User Setup .....	40
3.2.4.8. Hardware Setting .....	41
3.2.5. Test Menu .....	42
3.2.5.1. Grey Test 1 .....	42
3.2.5.2. Grey Test 2 .....	42
3.2.5.3. Grid Test .....	42
3.2.5.4. Dot Test .....	43
3.2.5.5. Color Bar Test 1 .....	44
3.2.5.6. Color Bar Test 2 .....	44
3.2.5.7. Aging .....	45
3.2.5.8. Check Position .....	45
3.2.5.9. Check Color .....	45
3.2.6. Help Menu .....	46
3.2.6.1. Help .....	46
3.2.6.2. Knowledge .....	46
3.2.6.3. Check IP Address .....	46
3.2.6.4. Play File List .....	46
3.3. How to make a .lsd file .....	47
3.3.1. Play Window Setup .....	48
3.3.2. Open a New Page of Program .....	48
3.3.2.1. Add Step, Add Universal Display .....	48
3.3.2.2. Step Settings .....	50
3.3.2.3. Universal Display Settings .....	50
3.3.3. Add New Window .....	51
3.3.3.1. File Window .....	54
3.3.3.1.1. File(s) Showing Area Settings .....	55
3.3.3.1.2. File(s) Adding & Listing Window .....	55
3.3.3.1.3. File Playing Settings .....	56
3.3.3.2. Text Window .....	58
3.3.3.3. Single Line Text Window .....	59
3.3.3.4. Static Text Window .....	61
3.3.3.5. Table Window .....	62
3.3.3.6. Timer Window .....	64
3.3.3.7. Database Window .....	67

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3.3.3.8. VCD/DVD Window .....	71
3.3.3.9. External Exe Window.....	72
3.3.3.10. Video Window .....	73
3.3.3.11. Date/Time Window.....	74
3.3.3.12. Temperature/Humidity Window .....	75
3.3.3.13. Copy Window.....	77
3.3.4. Save Program .....	78
3.3.5. Play Program.....	78
3.4. 3D Display.....	79
3.5 Release program for L series .....	80
3.5.1. Sending Program via USB Flash Drive .....	80
3.5.2. Releasing Program over Network.....	80
3.5.2.1. Releasing Program with LAN cable.....	80
3.5.2.1.1. Obtain IP address automatically .....	80
3.5.2.1.2. Set a specific IP address .....	83
3.5.2.2. Releasing Program over WIFI hotspot from L series .....	86
3.5.2.2.1. Setting up via PC.....	86
3.5.2.2.2. Setting up via LEDStudio.....	87
3.5.2.3. Releasing Program over WIFI.....	88

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# Chapter1 Introduction

## 1.1. Features

LEDStudioV12.65 is a LED Display software for Linsn LED Display Control System.

By using LEDStudioV12.65 you can **edit and play programs** on LED Display;

To **set up** LED display with Linsn LED Display Control System, please install LedSet.

Supported media file formats:

Document: .txt .doc etc.

Photo: .BMP .JPG .GIF .PCX .PNG etc.

Video: .MPG .MPEG .MPV .MPA .AVI .VCD .SWF .RM .RA .RMJ .ASF etc.

## 1.2. Requirements

- PC requirements:

- OS: Microsoft Windows XP/Windows Vista/Windows 7/8/10(32/64)

- Hardware:1024\*768 display (or higher)

- 64MB of Disk Space

- A DVI-D port (or HDMI port, but requires HDMI-to-DVI cable) provided by Graphics Card or Motherboard

- A USB port

## 1.3. What's New in LEDStudioV12.64

Compared to the classic LEDStudioV9.6-12.63, this new version 12.64 has the following features:

- You can add videos/pictures by dragging them to the certain area, see [Tips](#) at page56
- You can edit the program while the files is playing
- **Single line text window** can show text in 3/6 colors, see [color text](#) at page61
- One-click to set the whole **software** back to factory mode, see [Tips](#) at page26

## 1.4. What's New in LEDStudioV12.65

- Management for L series, see [L series](#) at page80
- Split window for ultra-long LED screen, see [Split wnd](#) at page15

## Chapter2 Installation

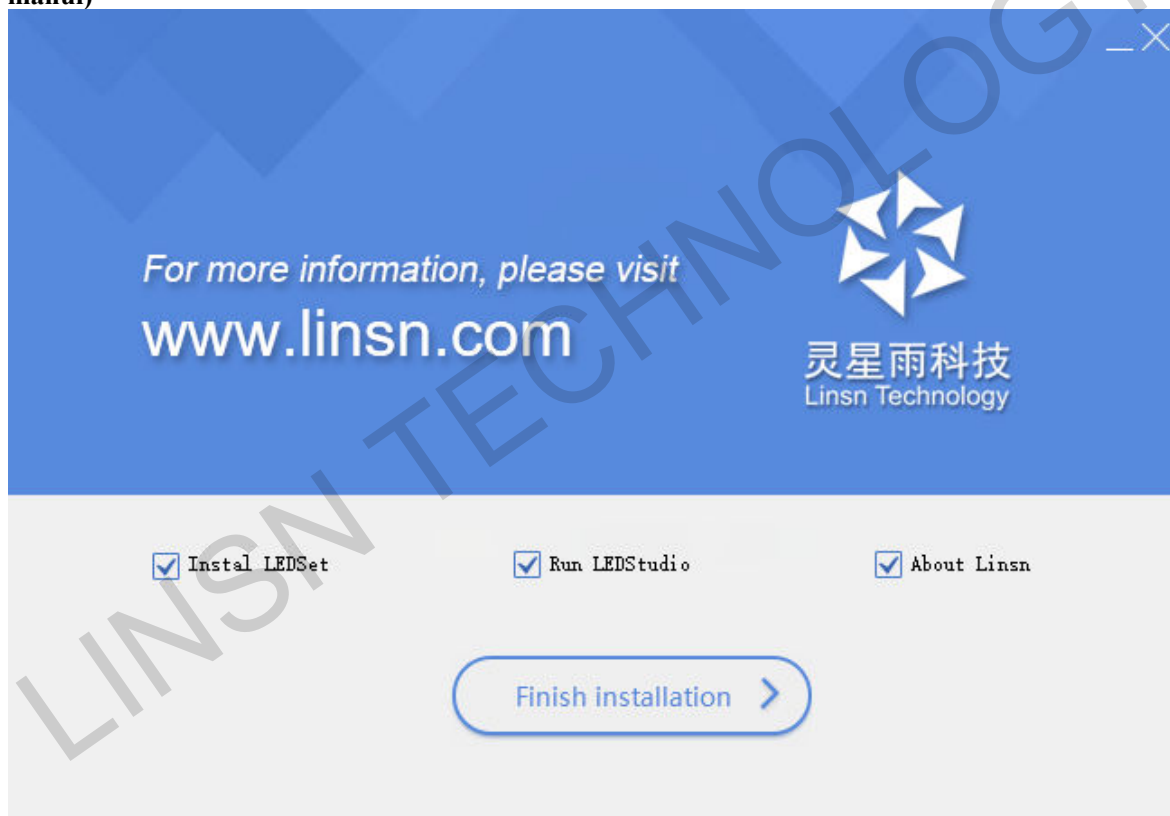
### 2.1. Installation

Follow the steps below to install and run LEDStudioV12.65

1. Download LEDStudioV12.65 (contains LedSet installer) from [www.linsn.com](http://www.linsn.com) (this is the only official website from Linsn) or get it from the CD-Disk coming with the sending card.



2. Double-click the LEDStudio-12.65.exe and follow all the on-screen instructions.  
**Note:**After installing LEDStudio, you will get the final page as follows. You can decide whether to install LedSet or not. (LedSet is for setup such as generating .RCG&.CON, etc. For more details on using LedSet, please check LedSet User's manul)



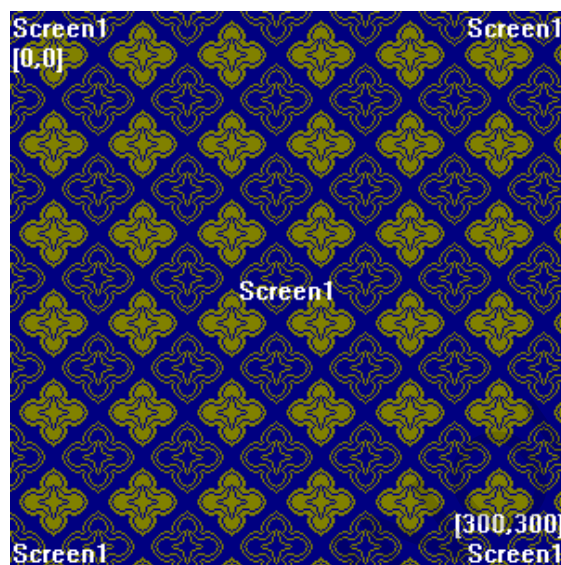
3. LEDStudio shortcut icon will be generated on desktop after installation.

## Chapter3 How to Run LEDStudio

### 3.1. LEDStudio Interface

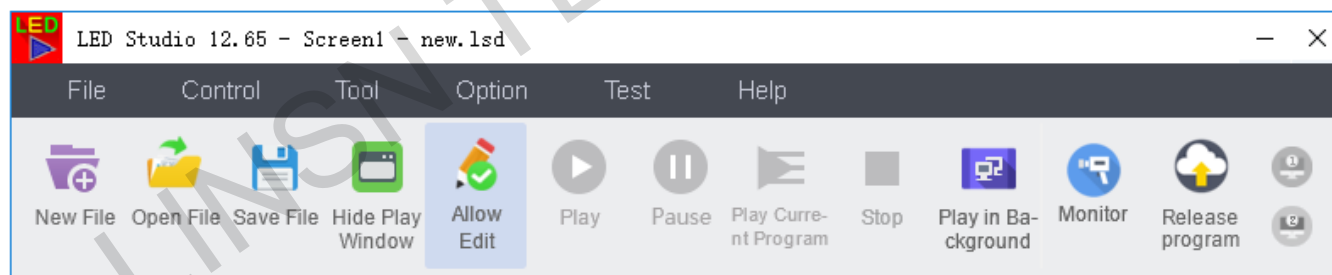
When you open LEDStudio, two windows will pop up:

- Play window

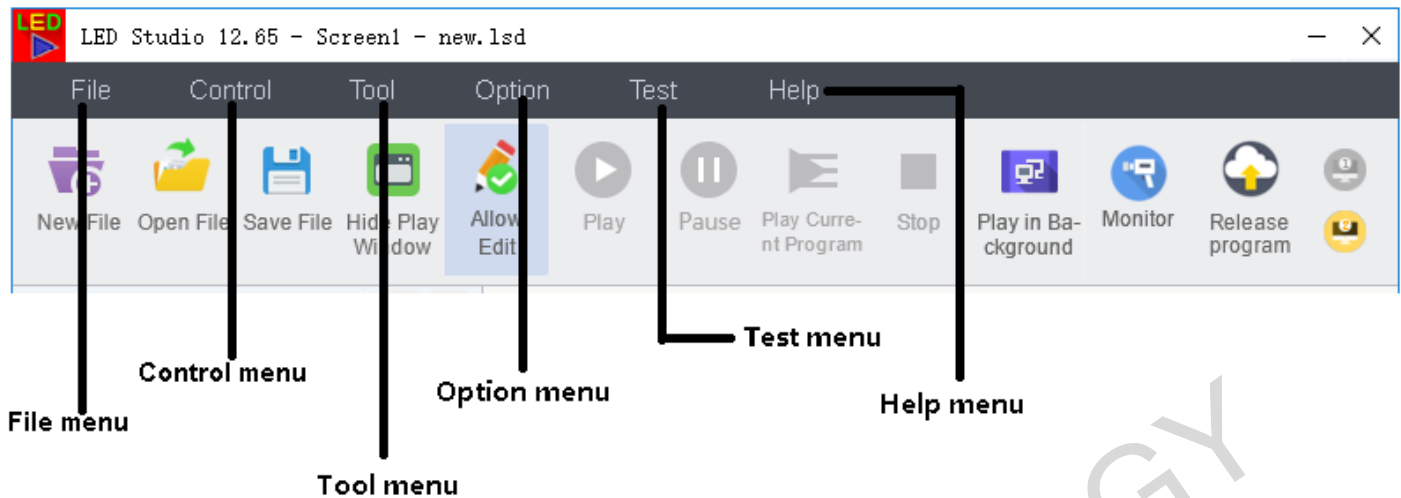


A simulated screen. Contents played by LEDStudio will be shown on the above Window.

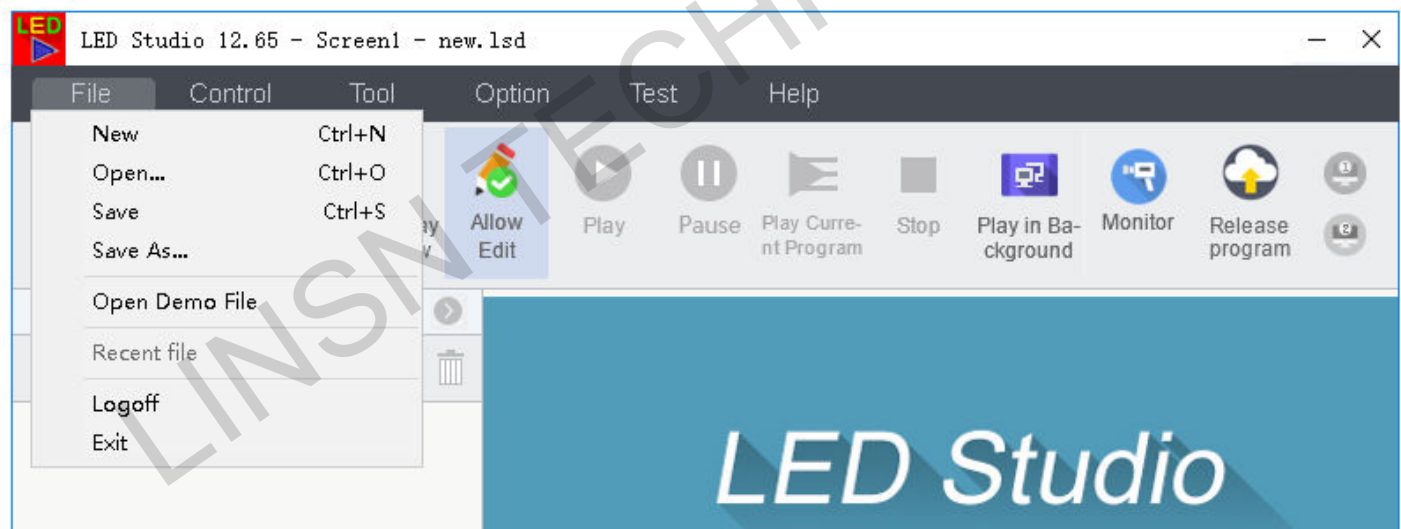
- Control window/panel



### 3.2. LEDStudio Menus



#### 3.2.1. File Menu



##### 3.2.1.1. New

**New:** create a new .lsd program file (.lsd is one kind of play-list/program file which is generated by LEDStudio) .

##### 3.2.1.2. Open

**Open:** open an existed LEDStudio program file (.lsd file).

##### 3.2.1.3. Save

**Save:** save an .lsd file.

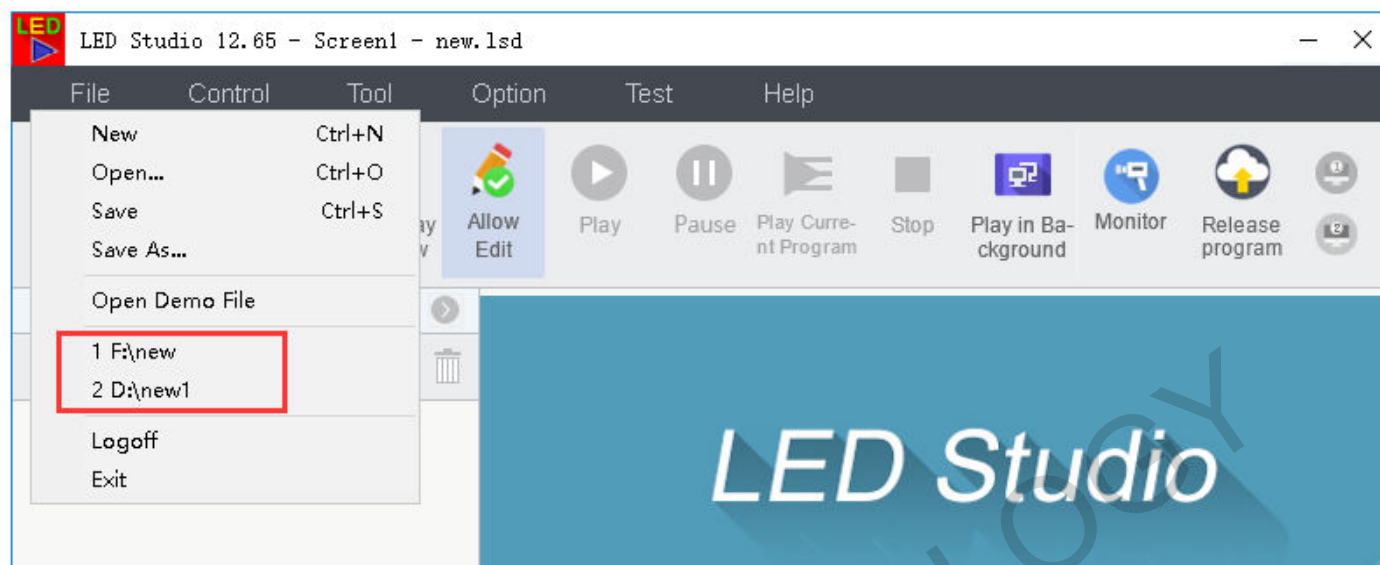
##### 3.2.1.4. Save As

**Save as:** to save current program file as a new .lsd file.



## 3.2.1.5. Recent files

**Open recent files:** open the recently .lsd files (as the following picture).



## 3.2.1.6. Log off

**Log off:** log off LEDStudio to prevent further operation.

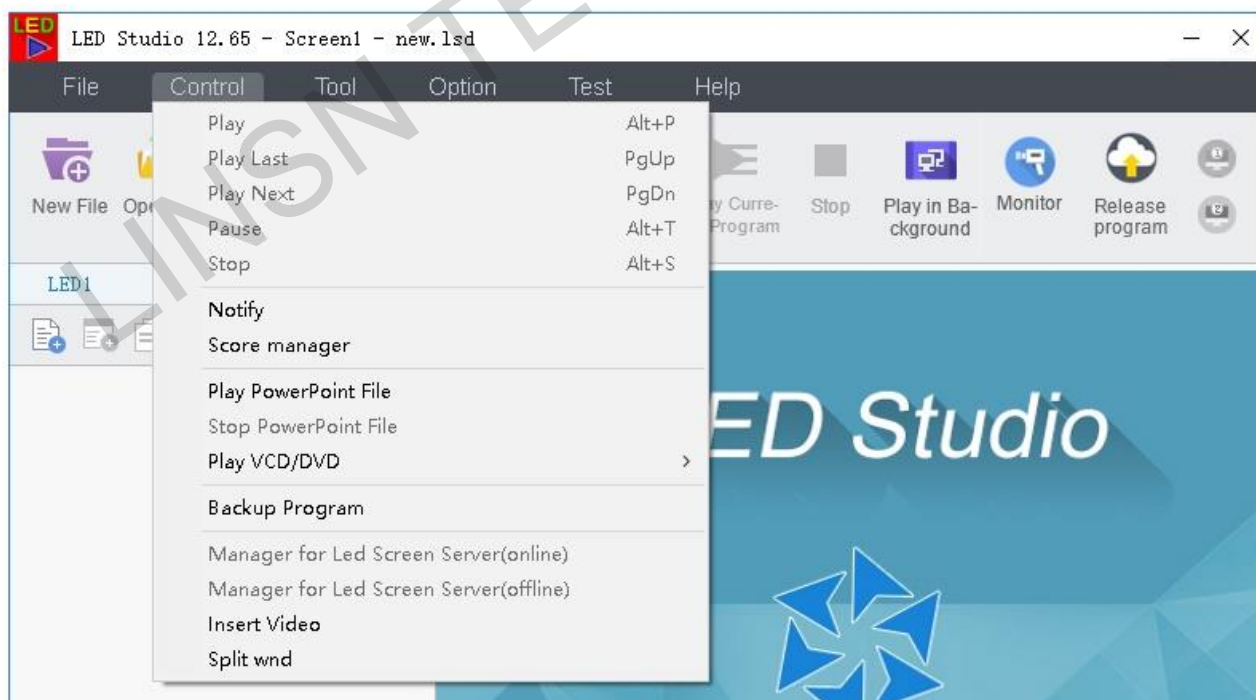
Note: This is related to the **User Setup** in **Option** menu.

You won't need to log off if you don't set up a new user.

## 3.2.1.7. Exit

**Exit:** exit LEDStudio.

## 3.2.2. Control Menu



### 3.2.2.1. Play

**Play:** Start playing program file (**Step by Step**).

Note: If there is no .lsd file loaded, this option will gray out.

### 3.2.2.2. Play Last

**Play last:** play previous Step.

### 3.2.2.3. Play Next

**Play next:** play next Step.

### 3.2.2.4. Pause

**Pause:** pause playing file.

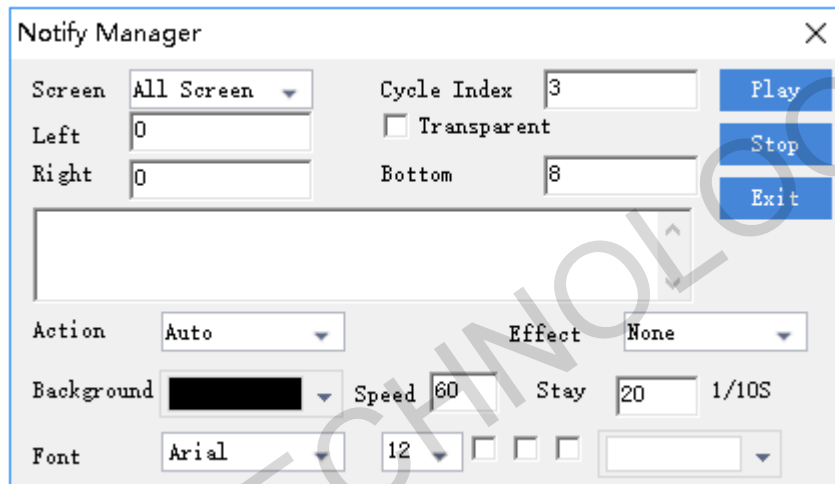
### 3.2.2.5. Stop

**Stop:** stop playing.

### 3.2.2.6. Notify

**Notify:** insert notice, when LEDStudio is playing programs.

When you click on the Notify option, a Notify Manager window will pop up, as follows



The Notify Manager window is a dialog box with a title bar and a close button (X). It contains several settings for displaying a notification message:

- Screen:** A dropdown menu set to "All Screen".
- Left:** A text input field set to "0".
- Right:** A text input field set to "0".
- Bottom:** A text input field set to "8".
- Cycle Index:** A text input field set to "3".
- Transparent:** A checkbox that is currently unchecked.
- Action:** A dropdown menu set to "Auto".
- Effect:** A dropdown menu set to "None".
- Background:** A color selection button showing a black square.
- Speed:** A text input field set to "60".
- Stay:** A text input field set to "20", followed by "1/10S".
- Font:** A dropdown menu set to "Arial", followed by a font size dropdown set to "12".
- Buttons:** Three blue buttons labeled "Play", "Stop", and "Exit" are located on the right side of the window.

**Play:** start showing Notify Message

**Stop:** stop showing Notify Message

**Exit:** exit the window

**Screen:** choose which LED Screen to show Notify Message

**Cycle Index:** not yet put into use

**Left/Right/Bottom:** adjust the Notify Message position

**Transparent:** only work when **Background** color is Black. Set the black background to transparent. (Check the example shown below)

**Action:** how the Notify Message come into **Play Window**

**Effect:** effects for Notify Message

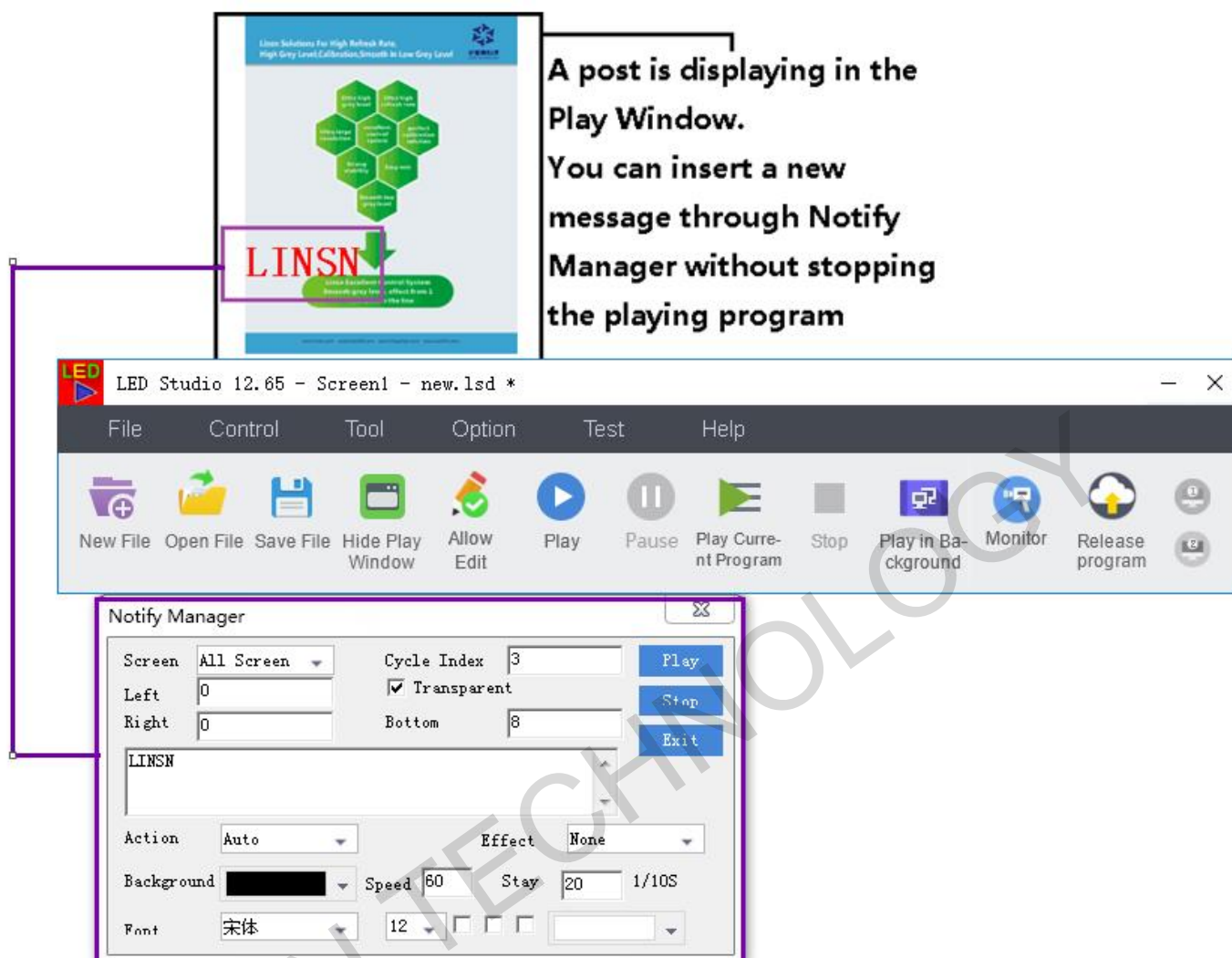
**Background:** background color for Notify Message

**Speed:** Notify Message coming in speed. The larger the value, the slower the speed

**Stay:** time duration for Notify Message to stay before next **Action** is taken place

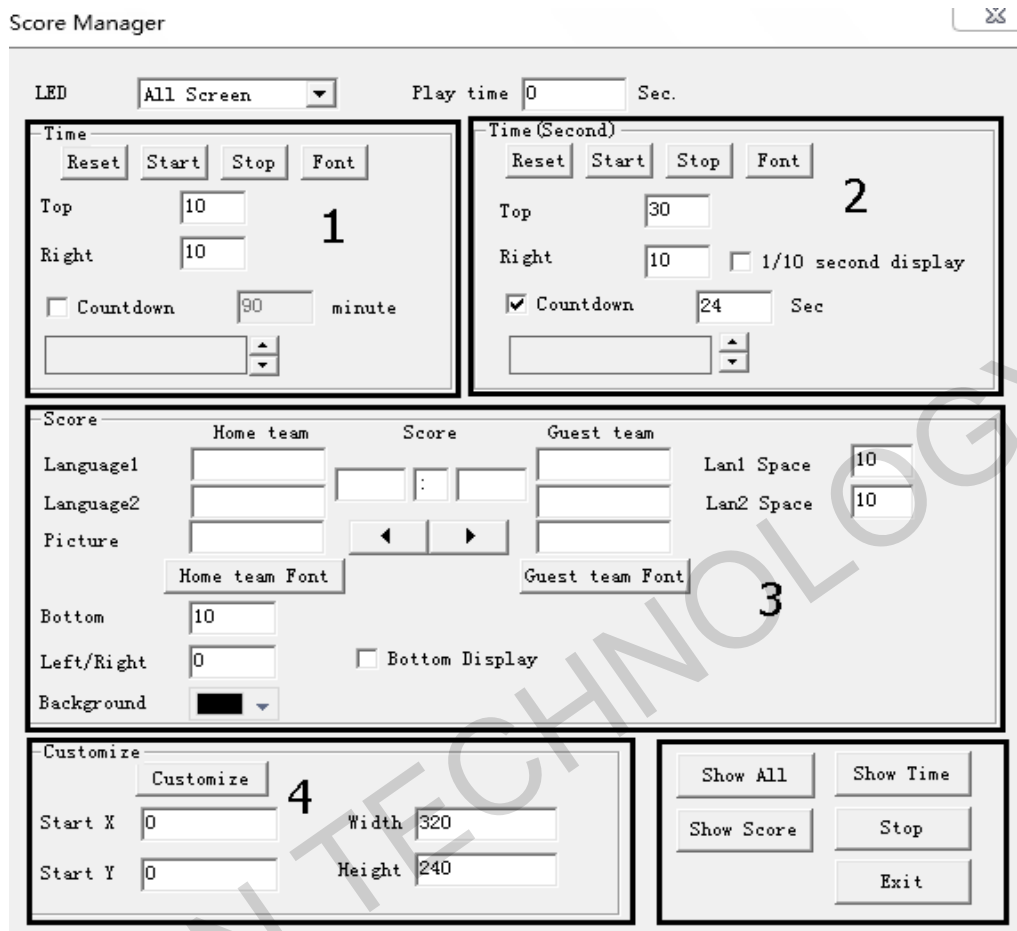
**Font:** font setup for Notify Message

**Example** of using Notify



## 3.2.2.7. Score Manager

**Score manager:** display scores for competition games when LEDStudio is playing programs.



The screenshot shows the 'Score Manager' window with the following sections:

- LED:** All Screen (dropdown), Play time: 0 Sec.
- Time (Section 1):** Reset, Start, Stop, Font, Top: 10, Right: 10, Countdown: ☐ 90 minute.
- Time(Second) (Section 2):** Reset, Start, Stop, Font, Top: 30, Right: 10, ☐ 1/10 second display, ☒ Countdown: 24 Sec.
- Score (Section 3):** Language1, Language2, Picture, Home team, Score, Guest team, Lan1 Space: 10, Lan2 Space: 10, Home team Font, Guest team Font, Bottom: 10, Left/Right: 0, ☐ Bottom Display, Background: [Color Picker].
- Customize (Section 4):** Customize, Start X: 0, Width: 320, Start Y: 0, Height: 240.
- Action Buttons:** Show All, Show Time, Show Score, Stop, Exit.

**LED:** choose which LED Screen to show the score

**Play time:** Not yet put into use

### Part1 Time

**Reset:** reset the time to count/countdown

**Start:** start counting/countdown time

**Stop:** stop time counting/countdown

**Font:** font setting of time

**Top/Right:** set position of time (similar to set coordinate X, Y)

**Countdown:** check this option if needed

**Minutes:** time duration for count/countdown

**Part2 Time (Second)**

**Reset:** reset the time to count/countdown

**Start:** start counting/countdown time

**Stop:** stop time counting/countdown

**Font:** font setting of time

**Top/Right:** set position of time (similar to set coordinate X, Y)

**1/10 second display:** check this option to show millisecond

**Countdown:** check this option if needed

**Sec:** time duration for count/countdown

**Part3 Score**

**Home Team:** Team/Player name, in two languages

**Guest Team:** Team/Player name, in two languages

**Score:** input score

**Lan1 Space:** (language1) the distance of two players' names in showing

**Lan2 Space:** (language2) the distance of two players' names in showing

**Picture:** click the 'arrow' button to add pictures

**Font:** font settings

**Bottom:** set the position of score contents (player name, score)

**Left/Right:** set the position of score contents

**Background:** set the color of the display background

**Bottom display:** display Team/player pictures below score (check).

**Part4 Customize**

**Show All:** show both the time and score you set on the play window

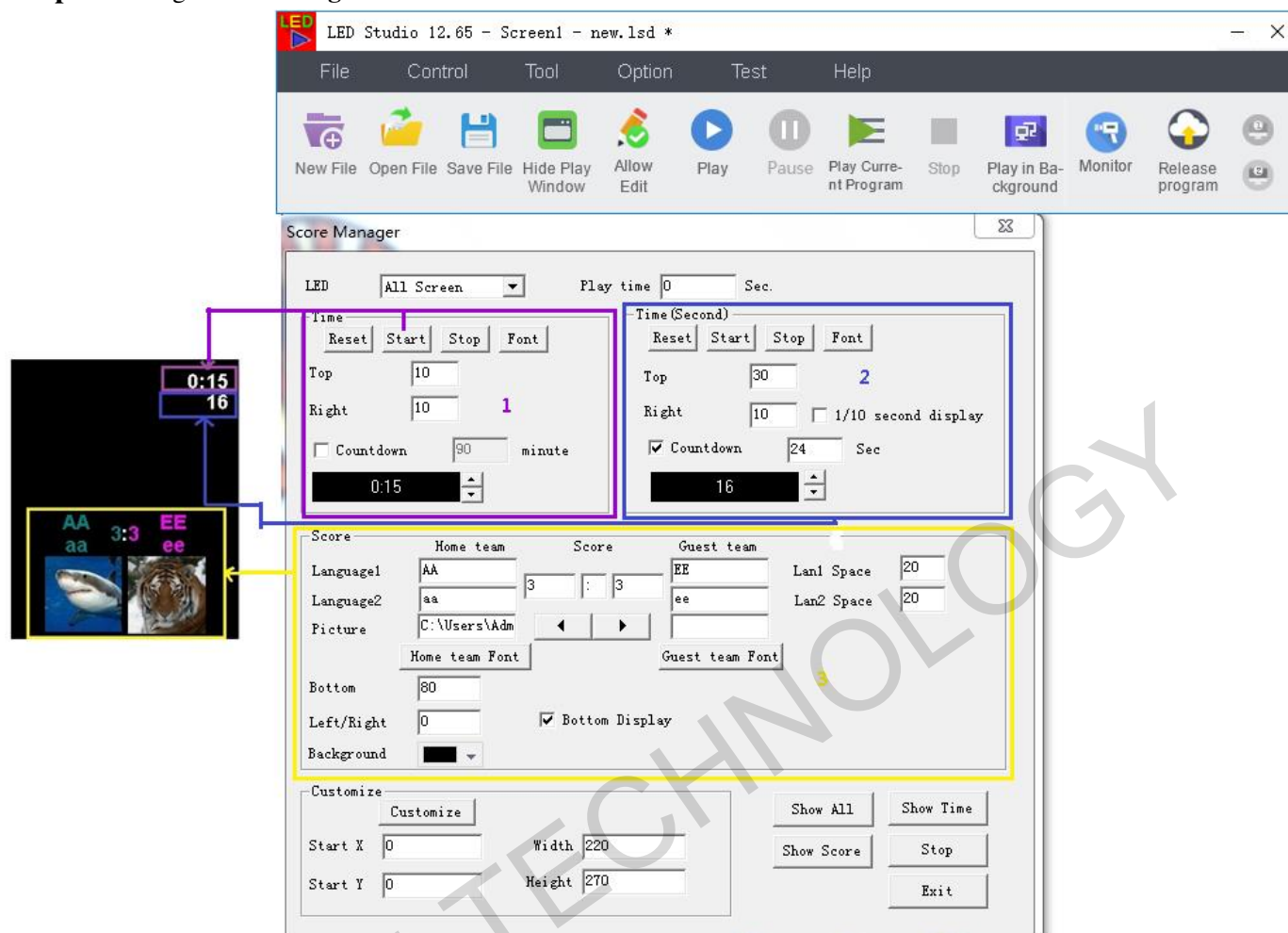
**Show Time:** only show the time you set on part1&2 to the play window

**Show Score:** only show the score you set on part3 to the play window

**Stop:** stop showing the score message

**Exit**

## Example of using Score Manager



### 3.2.2.8. Play PowerPoint File

**Play Power point file:** play PowerPoint file.

### 3.2.2.9. Stop PowerPoint File

**Stop PowerPoint file:** stop PowerPoint File.

### 3.2.2.10. Play VCD/DVD

**Play VCD/DVD:** play VCD/DVD in CD/DVD-ROM Drive.

### 3.2.2.11. Backup Program

**Backup program:** backup all files of current program .lsd file.

### 3.2.2.12. Manager for LED Screen Sever (online)

**Manager for LED Screen Sever:** to manage remote screen, please refer to [page24-28](#) for details.

### 3.2.2.13. Manager for LED Screen Sever (offline)

**Manager for LED Screen Sever:** to manage remote screen, please refer to [page28-32](#) for details.

### 3.2.2.14. Insert Video

**Insert Video:** reserved

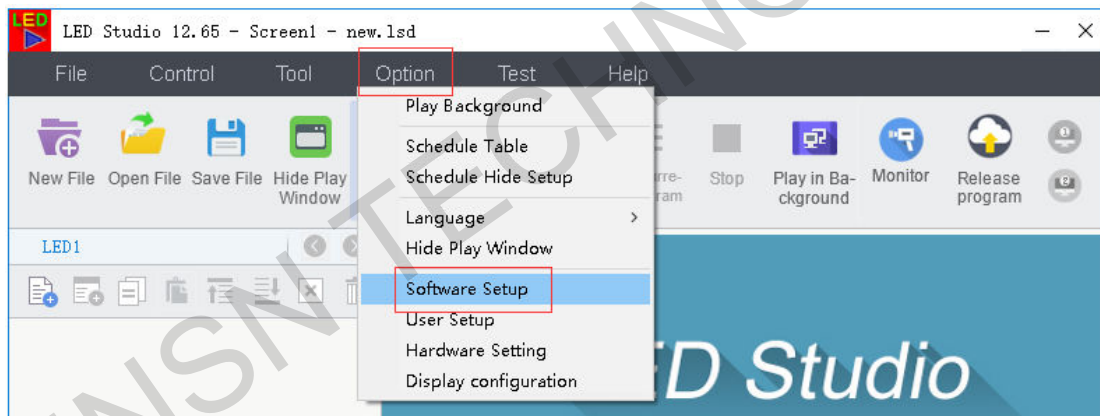
### 3.2.2.14. Split wnd

**Split wnd:** split the play window for ultra-long LED screen

Check the following procedure to do the setup for split window

**Step1. Set properties for the classical play window**

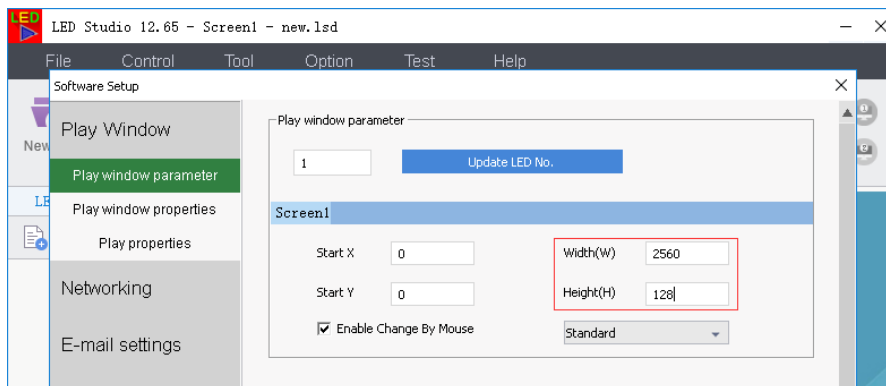
Open LEDStudio>click [Option]> click [Software Setup]



>set the [Width] and [Height] for the window depending on the actual connection

**Note: the limitation for a normal 2K graphics card is 8192px in width or height**

For example, if the actual resolution of the LED screen is 2560\*128 pixels, please set it as follows:

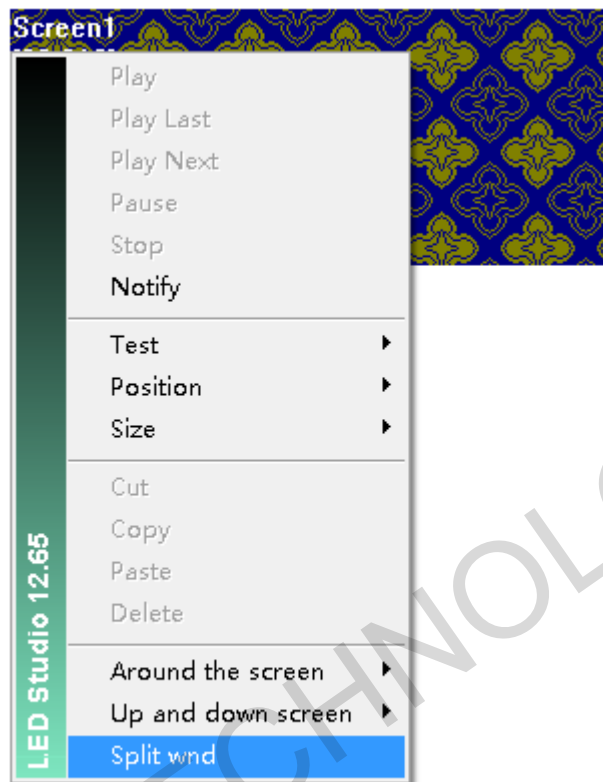




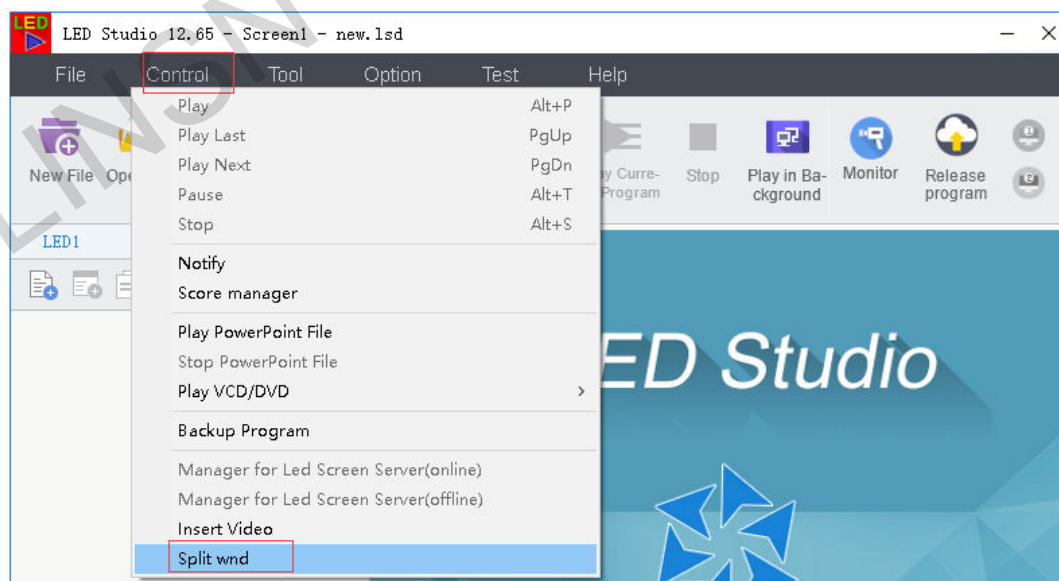
## Step2. Set properties for the split window

Follow one of the below options for opening split window:

Right-click on the play window>select [Split wnd]



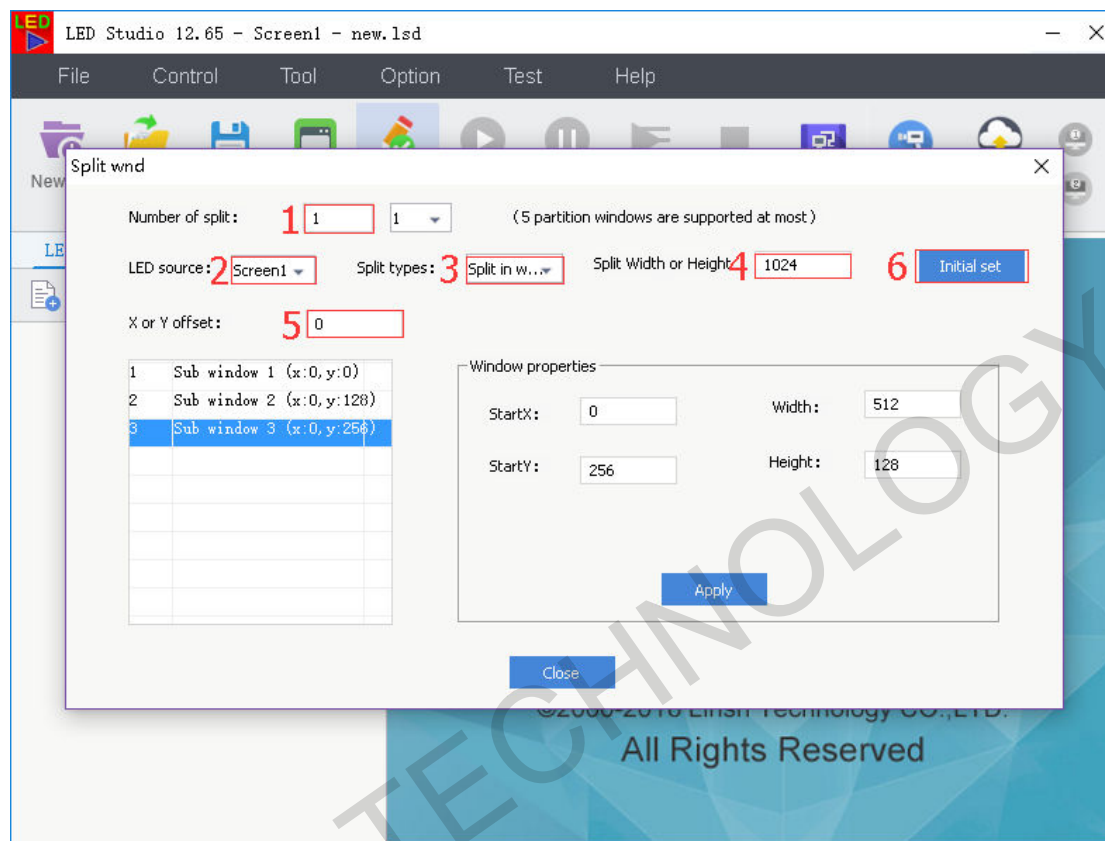
Or go to [Control]>click [split wnd]





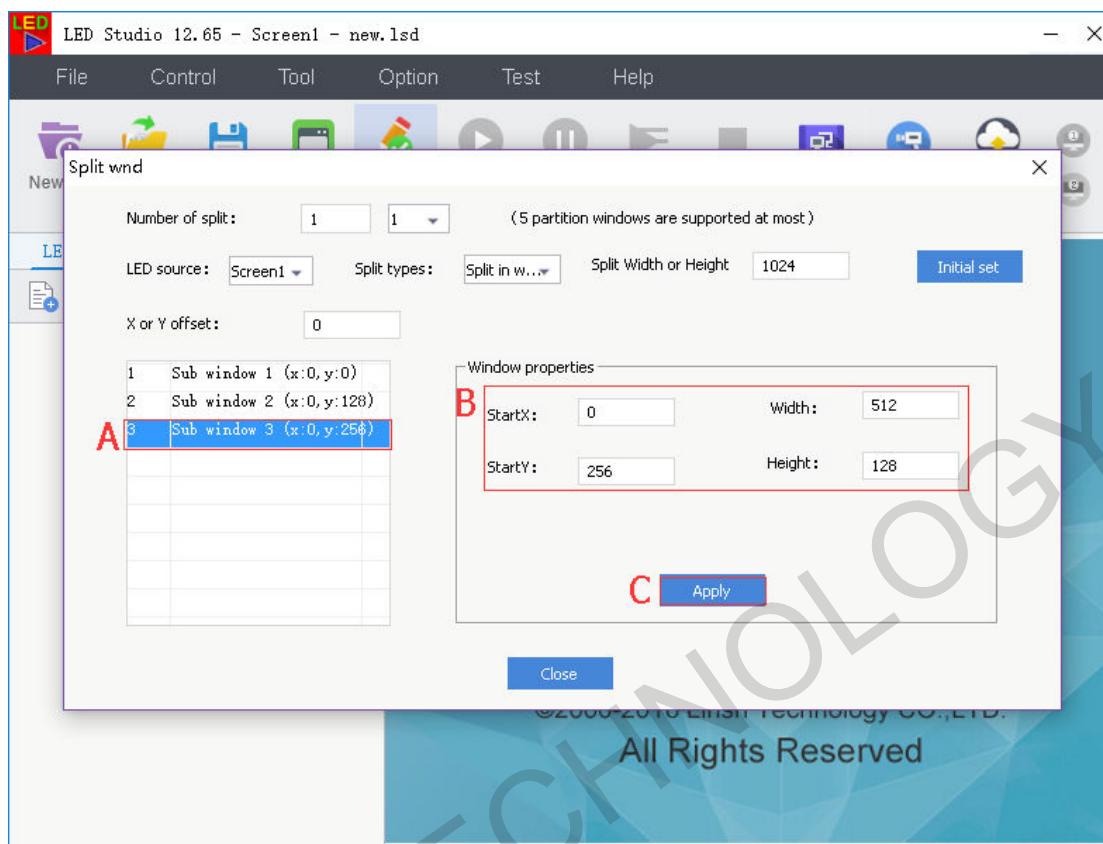
Input the section value for [Split width or height], and click [Initial Set](This is the setup for most case. If you have other requirements, please check the description below for other options)

For example, the LED screen is 2560\*128, we can split it by 1024 in width, then input 1024 in [Split width or height]. The software will divide the 2560 by 1024 automatically, and you will get three sections:1024\*128,1024\*128 and 256\*128



1. Input the number (supports up to 5) of split windows that you need
2. Select the input source for each split window, for example Screen1, Screen 2, Screen 3
3. Select split method, for example split in width (for long LED screen), split in height (for high LED screen)
4. Step length for width or height, for example, [split in width] is selected, input the width for each section
5. Offset for all the splitted subwindows
6. Click [Initial Set], after the above setup

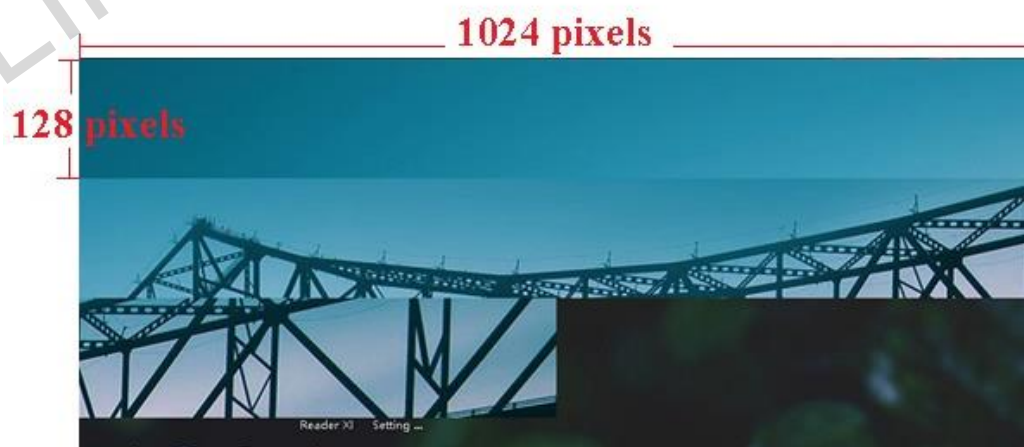
Leave the following properties to default. (This is the setup for most case. If you have other requirements, please check the description below for other options)



- Select one of the subwindow needed to be adjusted;
- Set X,Y, width and height for each sub window;
- Click [Apply] after the setup for each subwindow

## After setting up the properties

Split window:

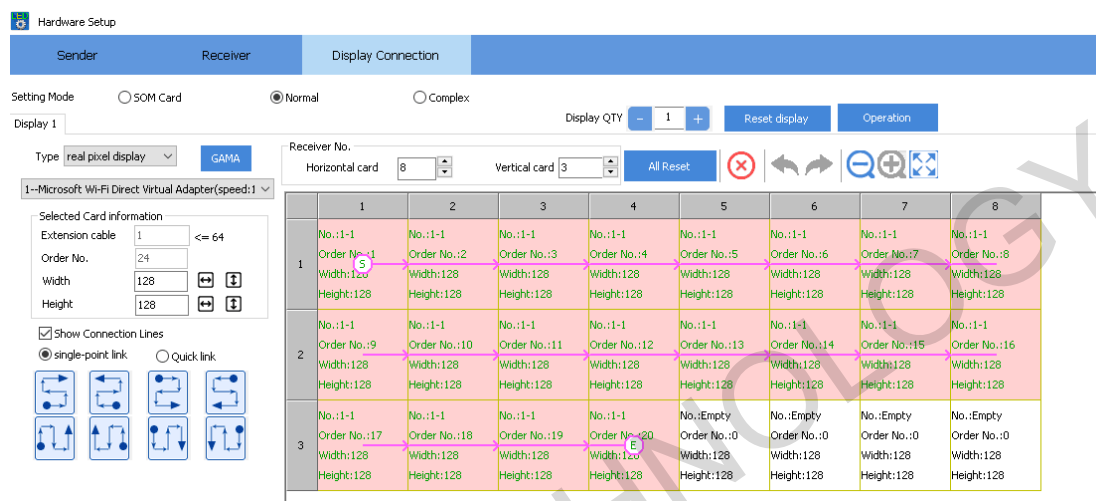


The image that showing on LED screen

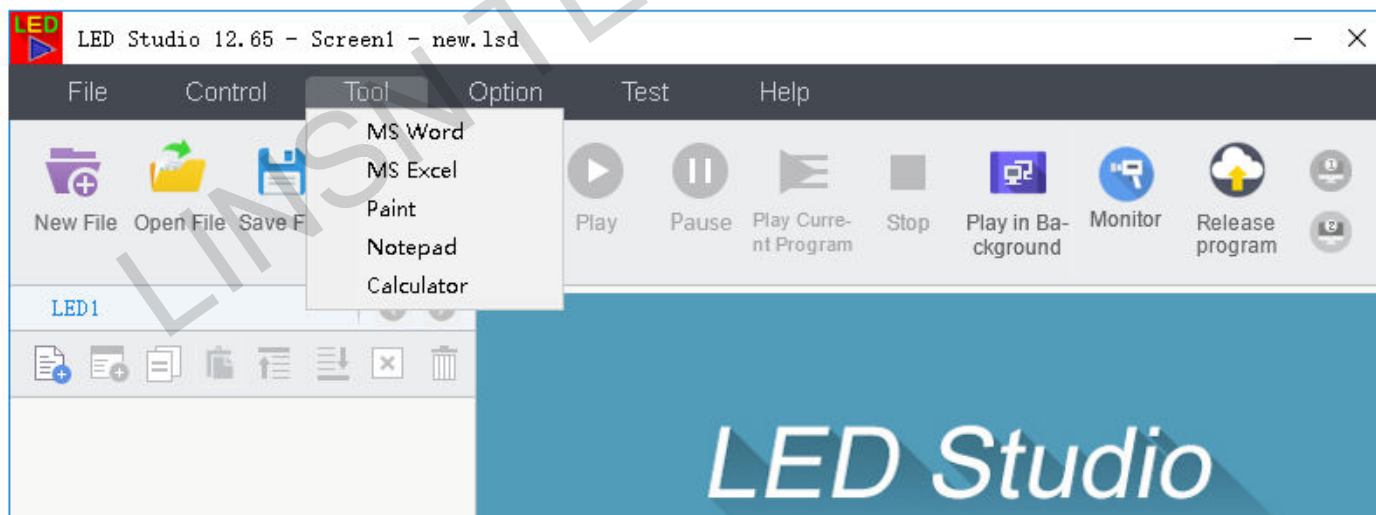


### Step3. Display Connection

Please do the display connection with the same layout of split window

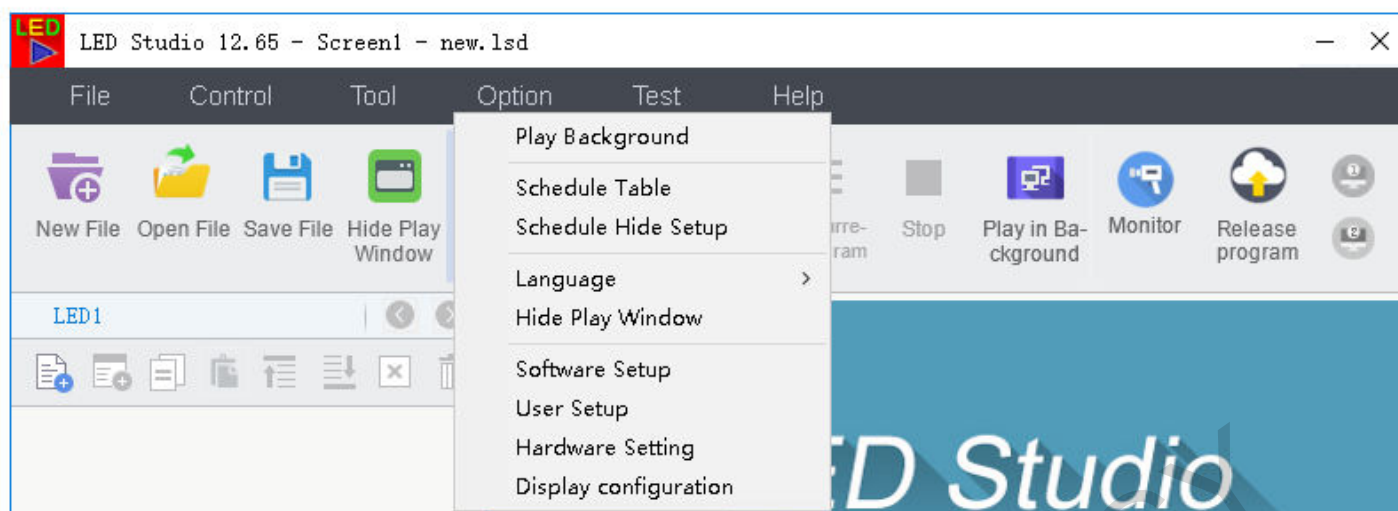


### 3.2.3. Tool Menu



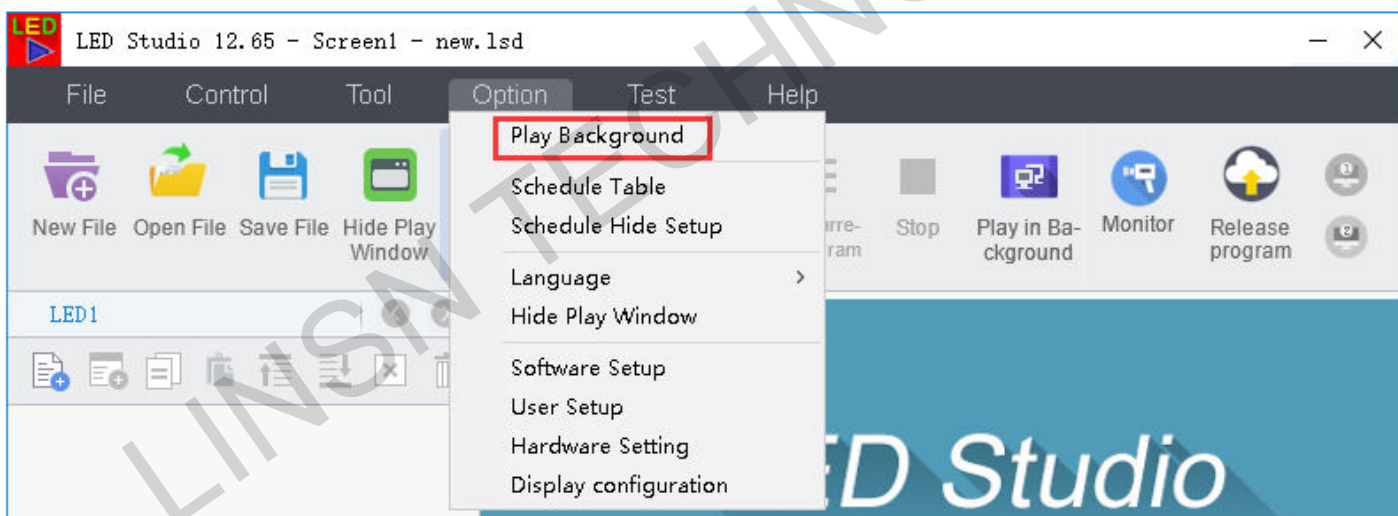
Shortcuts of Microsoft Word, Excel, Paint, Notepad, Calculator. Click to open quickly.

### 3.2.4. Option Menu



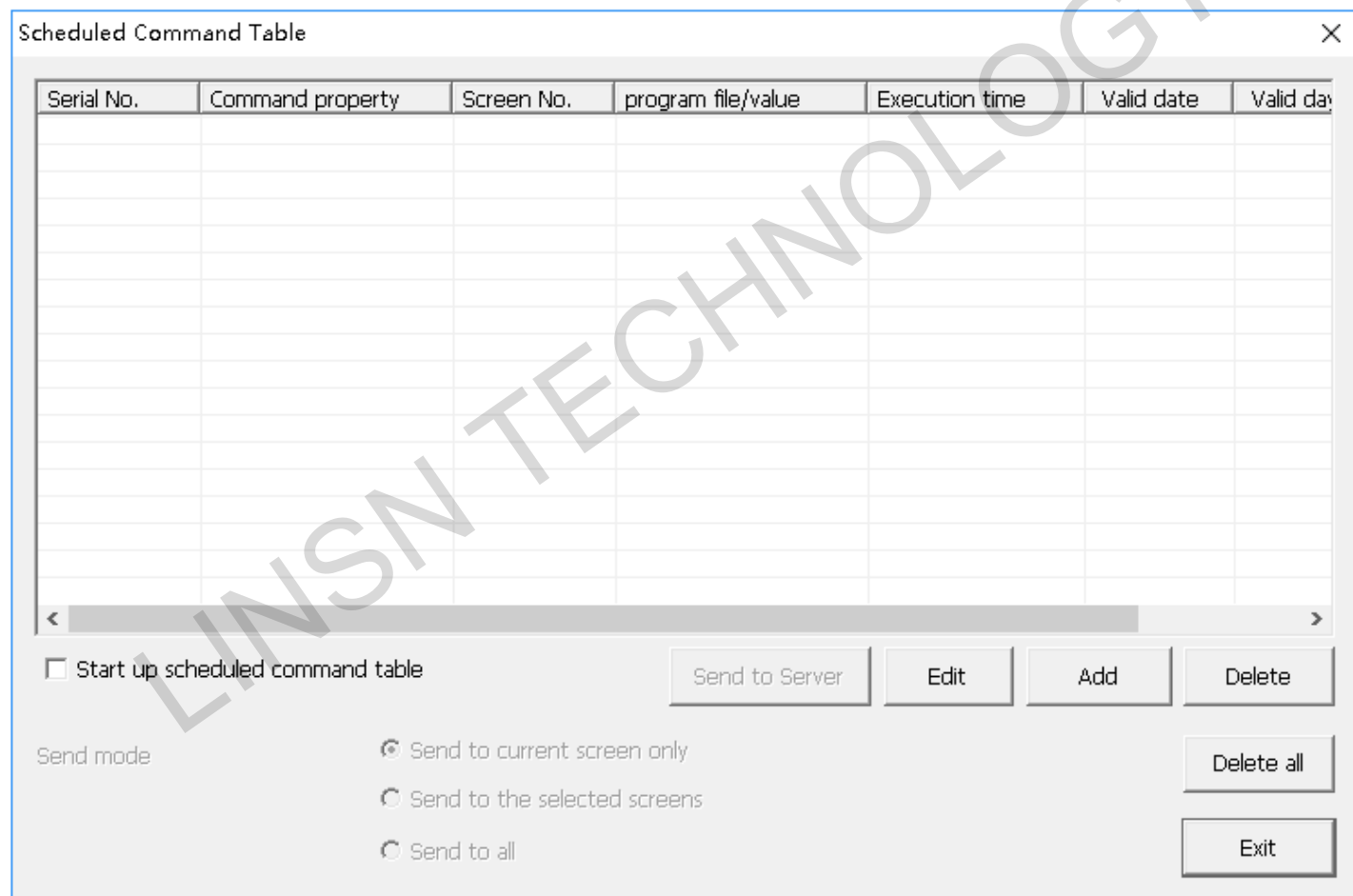
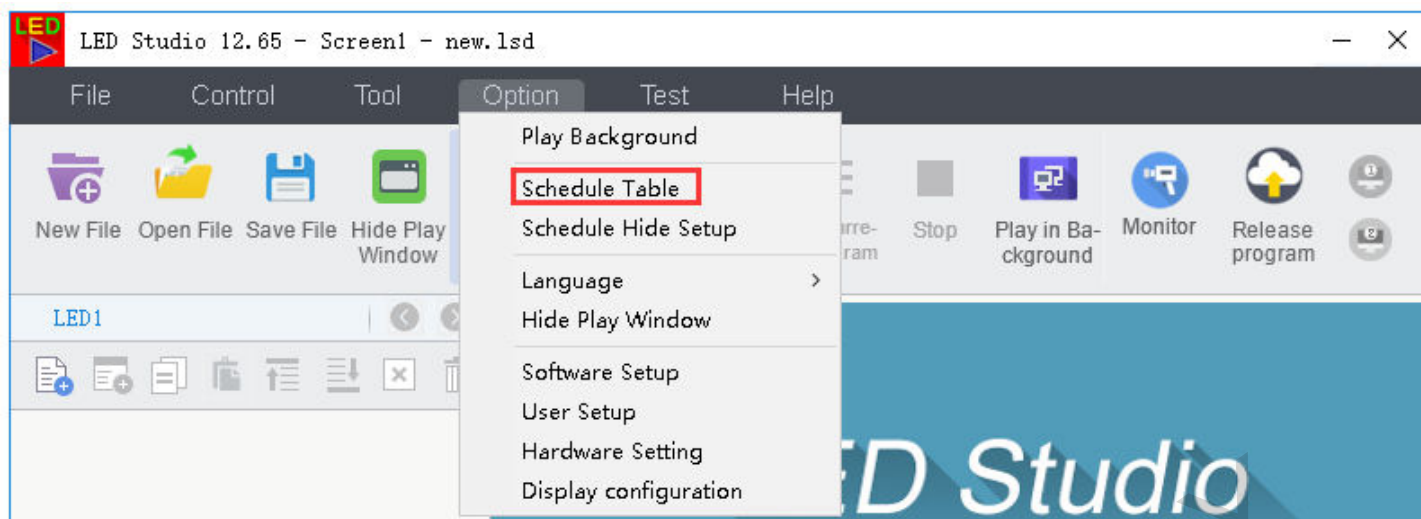
#### 3.2.4.1. Play Background/Foreground

**Play Background:** Play background/foreground. Only when you set the graphics card and the sending card to **extended mode** do you need to click **play background**.



#### 3.2.4.2. Schedule Table

**Schedule Table:** To schedule commands to be carried out. For example, set the LED display brightness to a lower value at night time. Or play certain programs at preset time.



**Start up scheduled command table:** select to **enable** Scheduled Command

**Send to Server:** applied in **Remote LED Screen Manager Online** mode

Note: For more details, please refer to **Page24-28**

**Send to current screen only:** send the **Scheduled Command Table** to the current selected LED display

**Send to the selected screens:** select the LED display(s) to send the **Scheduled Command Table** to

**Exit:** Exit Scheduled Command Table Window

Scheduled Command Table						
Serial No.	Command property	Screen No.	program file/value	Execution time	Valid date	Valid day

**End Time**

After clicking the Add button, you will see the window below:

The screenshot shows the 'Scheduled Command Table' window. A 'Scheduled Command' dialog box is open, displaying a list of commands. The 'Command' dropdown is set to 'Turn on LED screen power'. The 'LED Screen Num' is '1'. The 'Program File' is 'Play program file'. The 'Execution Time' is 'Pause'. The 'Valid Date' is 'Ignore Date'. The 'From' date is '2019/7/1' and the 'To' date is '2019/7/1'. The 'Start up scheduled command' checkbox is checked. The background table has columns for Serial No., Command property, Screen No., program file/value, Execution time, Valid date, and Valid day.

Serial No.	Command property	Screen No.	program file/value	Execution time	Valid date	Valid day

**Scheduled Command**

Command: Turn on LED screen power

LED Screen Num: 1

Program File: Play program file

Execution Time: Pause

Valid Date: ☒ Ignore Date ☐ Set date

From: 2019/7/1

To: 2019/7/1

☒ Start up scheduled command

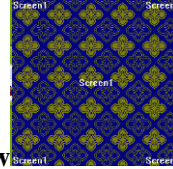
Send mode: ☐ Send to the ☐ Send to all

Power switch

Buttons: Add, Delete, Delete all, Exit



- **Turn on/off LED screen power:**
- **Play program file:** .lsd file
- **Pause, stop:** pause or stop at the execution time



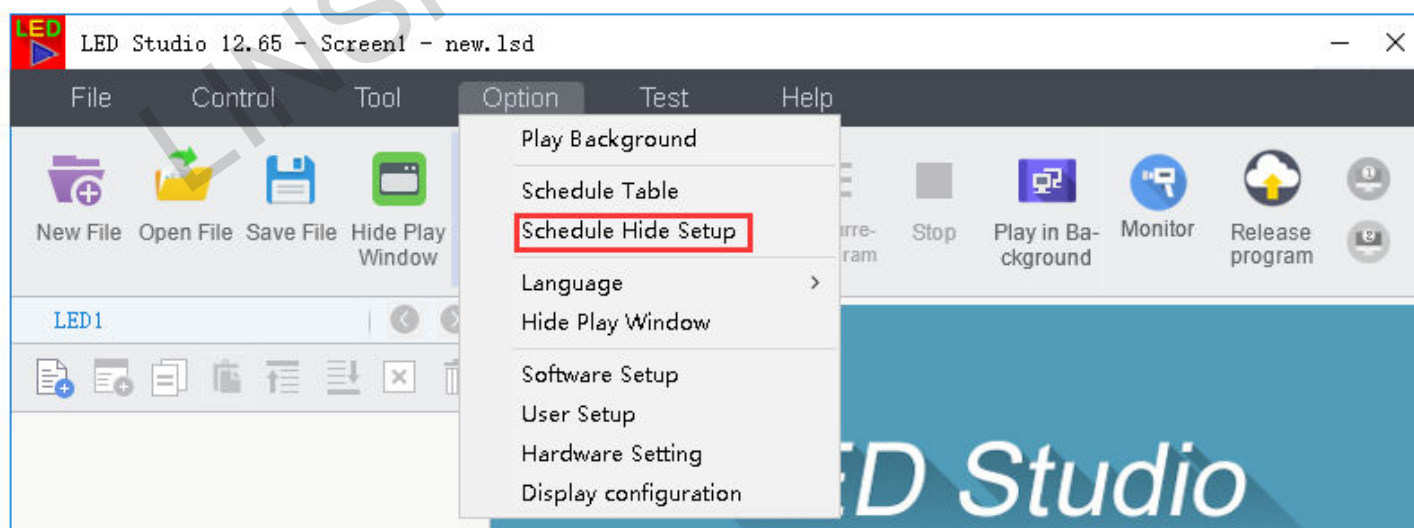
- **Show/Hide play window:** show or hide the **Play Window**
- **Execute/close external program:** run or quit external .exe program played in LEDStudio (the .exe program should be tested and it works in LEDStudio)
- **Play/close PowerPoint file:** start or close PowerPoint file
- **Shutdown computer:** turn off the computer
- **Play background/foreground:** the graphics card and sending card should be set to extend mode when you need to use this function.
- **All LED Screen Brightness:** change the brightness of the LED screen at certain time
- **LED Screen Brightness:** change the brightness at a certain time
- **LED Screen Contrast:** change the contrast at a certain time
- **LED Screen Color:** change the color at a certain time
- **Change to Virtual Image:** If your LED screen is a virtual type, you can set a certain time to enable the virtual-pixel mode
- **Change to Real Image:** If your LED screen is a virtual type, you can set a certain time to enable the real-pixel mode
- **Power ON:** turn on computer
- **Update program:** update program from server
- **Sleep computer:** put the computer in sleep mode
- **Play file:** choose the file and play

Note: After you set all the commands, please **choose the Start up scheduled command table option to enable the function to enable the function**

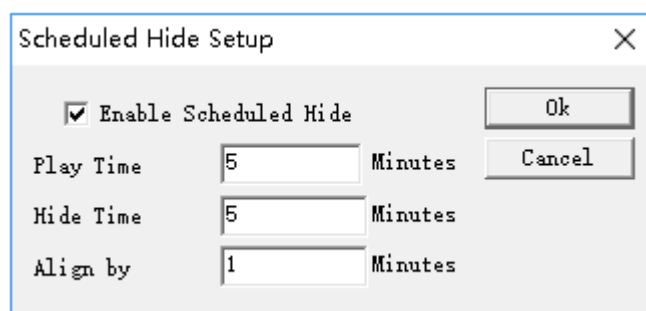


### 3.2.4.3. Schedule Hide Setup

### Schedule Hide Setup:







**Enable Scheduled Hide:** enable/disable Scheduled Hide

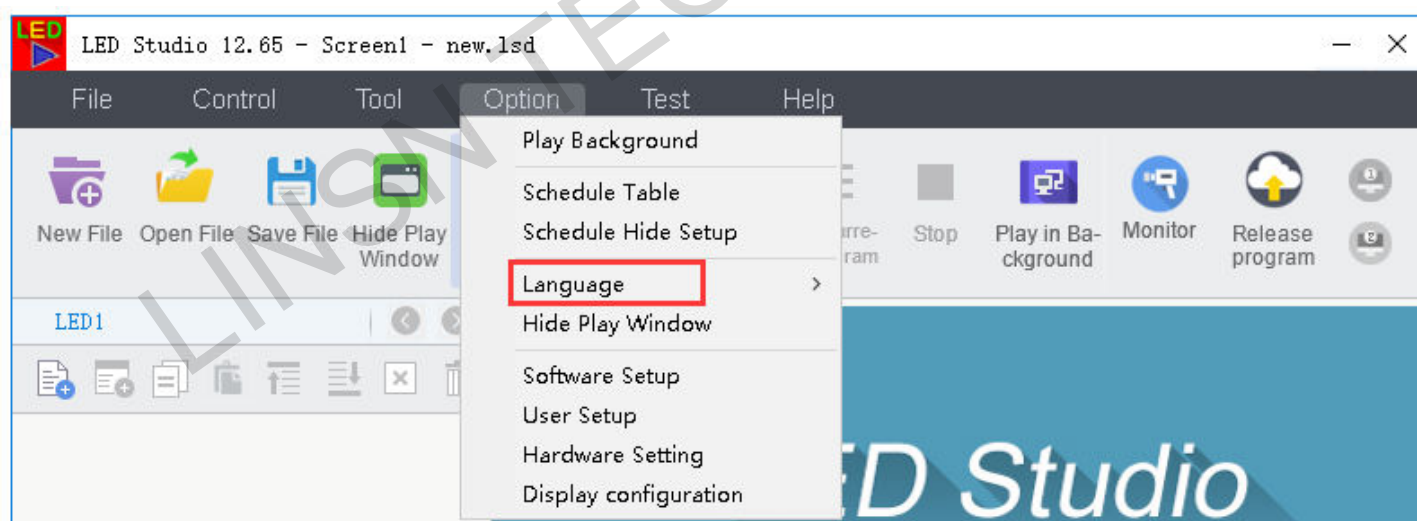
**Play Time:** show-up time duration for **Play Window**

**Hide Time:** hidden time duration for **Play Window**

**Align by:** time moment to trigger Hide Time. For example, Align by 11 Minutes means 0, 11, 22, 33, 44, 55minute within an hour will activate the Hide Time. After Hide Time, it is Play Time.

#### 3.2.4.4. Language

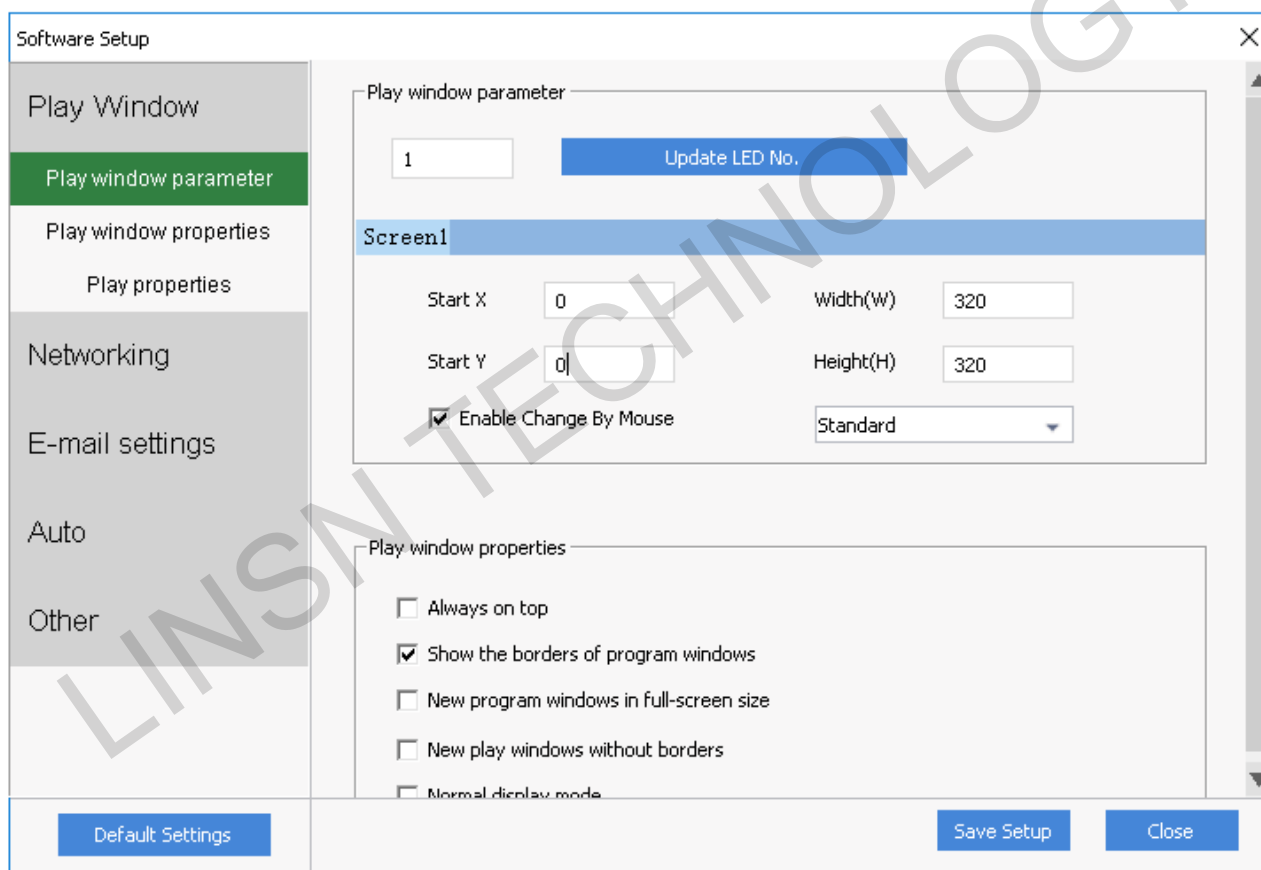
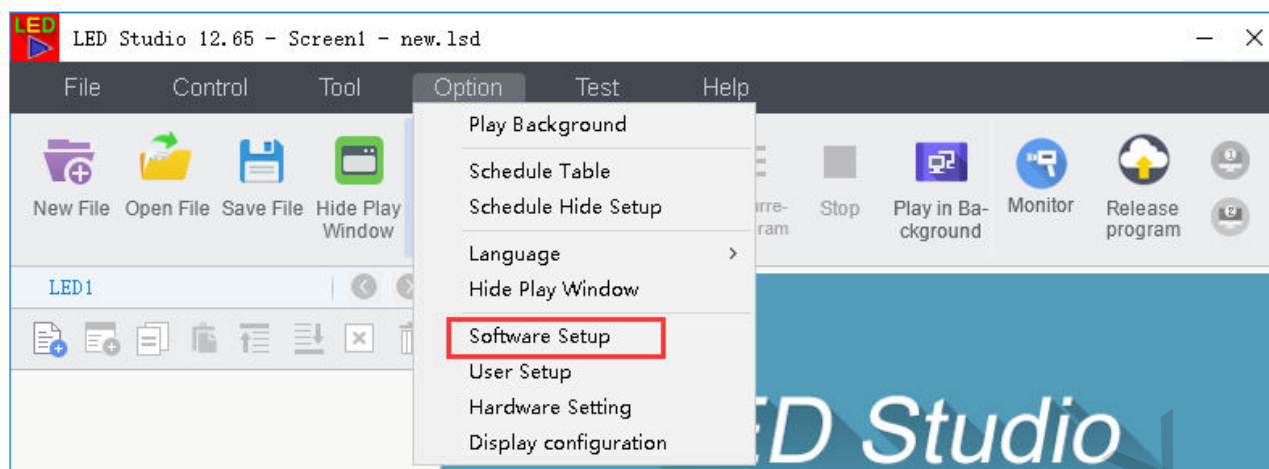
Change the LEDStudio interface language. LEDStudio supports the following languages: Simplified Chinese, Traditional Chinese, English, and Japanese.



#### 3.2.4.5. Show play window/Hide play window

**Show play window/Hide play window:** Hide the **Play Window** , **LED display** will show the part of computer desktop (desktop within the Screen Area)

### 3.2.4.6. Software Setup



#### Tips:

If the software malfunctions, you can try clicking **Default Settings** on the above interface. After clicking it, all the parameters set in the software will be back to default values.

### 3.2.4.6.1. Play Window

#### Part1. Play window parameter:

Play window parameter

1 Update LED No.

Screen1

Start X  Width(W)

Start Y  Height(H)

☒ Enable Change By Mouse

Standard  
Standard  
Inverted(180)  
Right(90cw)  
Left(90ccw)

**Update LED No:** add more play window if needed

**Start X/ Start Y:** the position of play window

**Width (W)/ Height (H):** the size of play window

**Enable Change By Mouse:** the Size, Position of each **Play Window** can be adjusted by mouse

**Standard/Inverted (180)/Right/Left:** direction of display contents



Standard



Inverted (180)

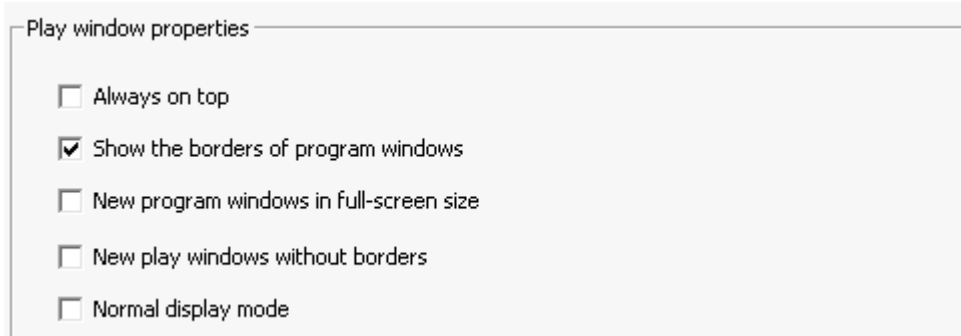


Right (90cw)



Left (90ccw)

## Part2. Play window properties

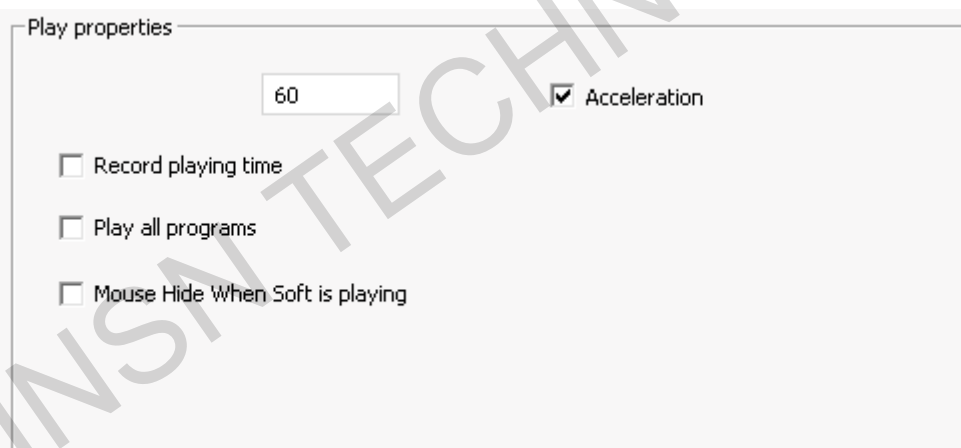


Play window properties

- ☐ Always on top
- ☒ Show the borders of program windows
- ☐ New program windows in full-screen size
- ☐ New play windows without borders
- ☐ Normal display mode

- Always on top: the play window won't be blocked when selected
- Show the borders of program windows: the borders of the program windows will be shown when selected
- New program windows in full-screen size: program window display in full screen by default when selected
- New play windows without borders: the borders of the program windows are invisible by default when selected
- Normal display mode: graphics card mode

## Part3. Play properties



Play properties

60

- ☒ Acceleration
- ☐ Record playing time
- ☐ Play all programs
- ☐ Mouse Hide When Soft is playing

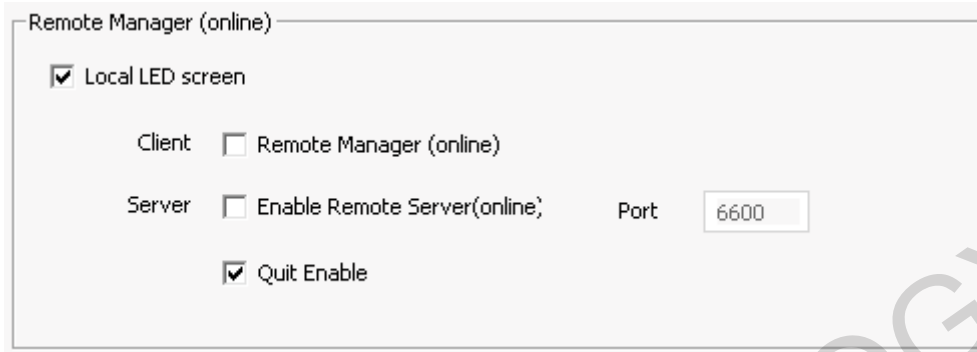
- Record playing time
- Play all programs
- Mouse Hide When Soft is playing
- Play Document When Starts Up Automatically
- Play Document When Starts Up Manually

## 3.2.4.6.2. Networking: Networking setting is used for the remote control of led display (computer).

### 3.2.4.6.2.1. Remote Manager (online)/real time remote control

This function allows LEDStudio on client computer to fully control LED screen (LEDStudio on Server Computer).

**Note:** Client computer is the one used to remote control the server computer; server computer is the one that connects to the LED screen directly.



**Client** ☐ **Enable Remote Server (online):** tick it to enable the function on the client computer.

**Server** ☐ **Remote Manager (online):** tick to enable the function on the server computer, and the two entrances/button for the manager will be enable (see the bellowing picture)

**Port:** same port as **Server Computer** preset port

**Quit Enable:** If unable it, LEDStudio on server computer can't be closed.

### Setup

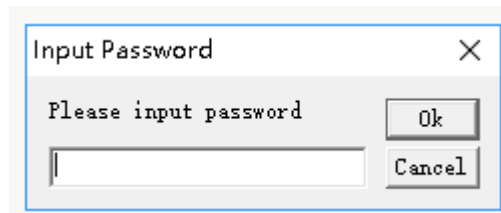
On sever computer (connects with LED screen):

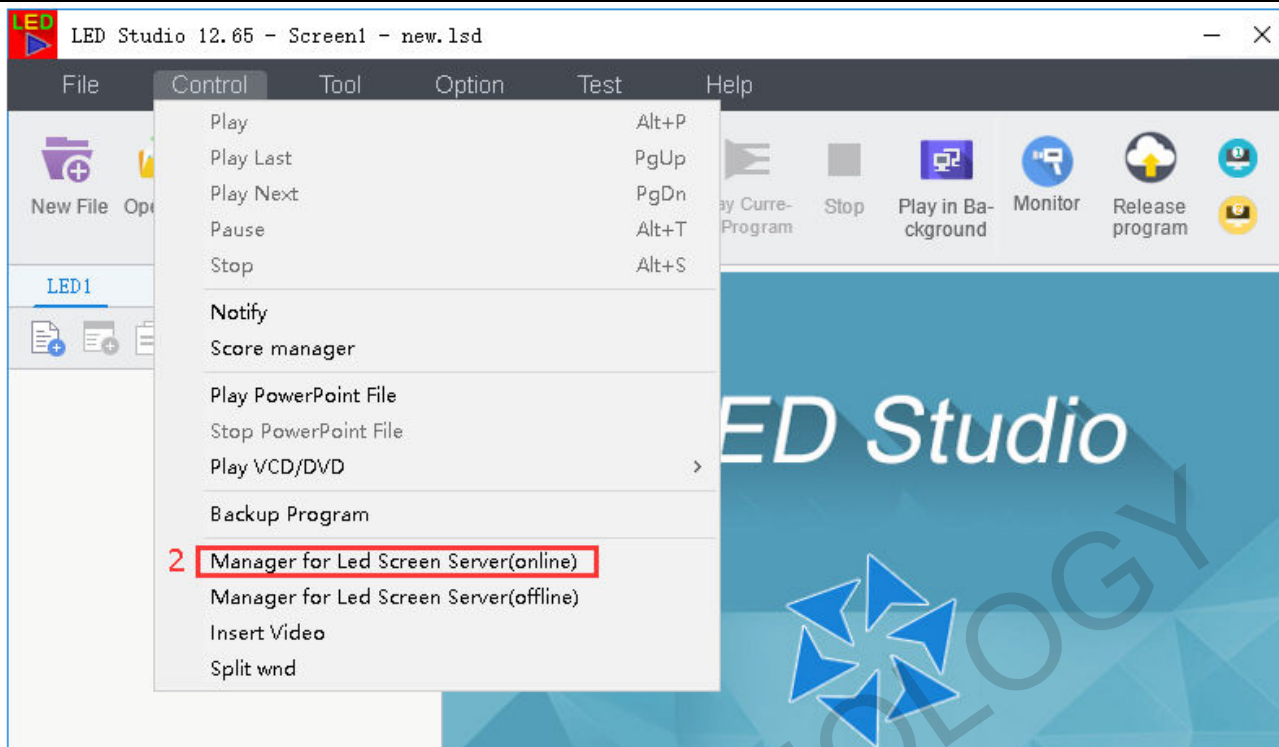
1. Go to **Option->Software Setup->Networking->**check **Server Enable Remote Server (online)** option

On client computer:

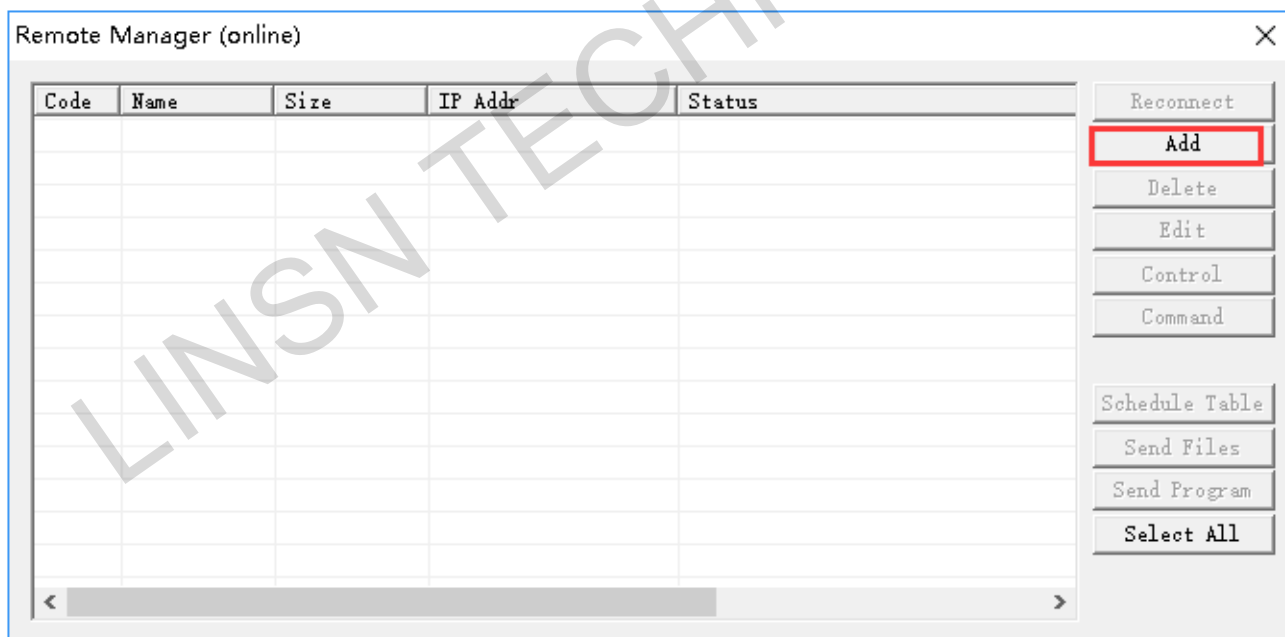
1. Go to **Option->Software Setup->Networking->**check **Client Remote Manager (online)** option

2. Click Remote LED Screen Manager (online)  button **OR** Go to **Control->Manager for Led Screen server**  
(As the following picture), password is: 168

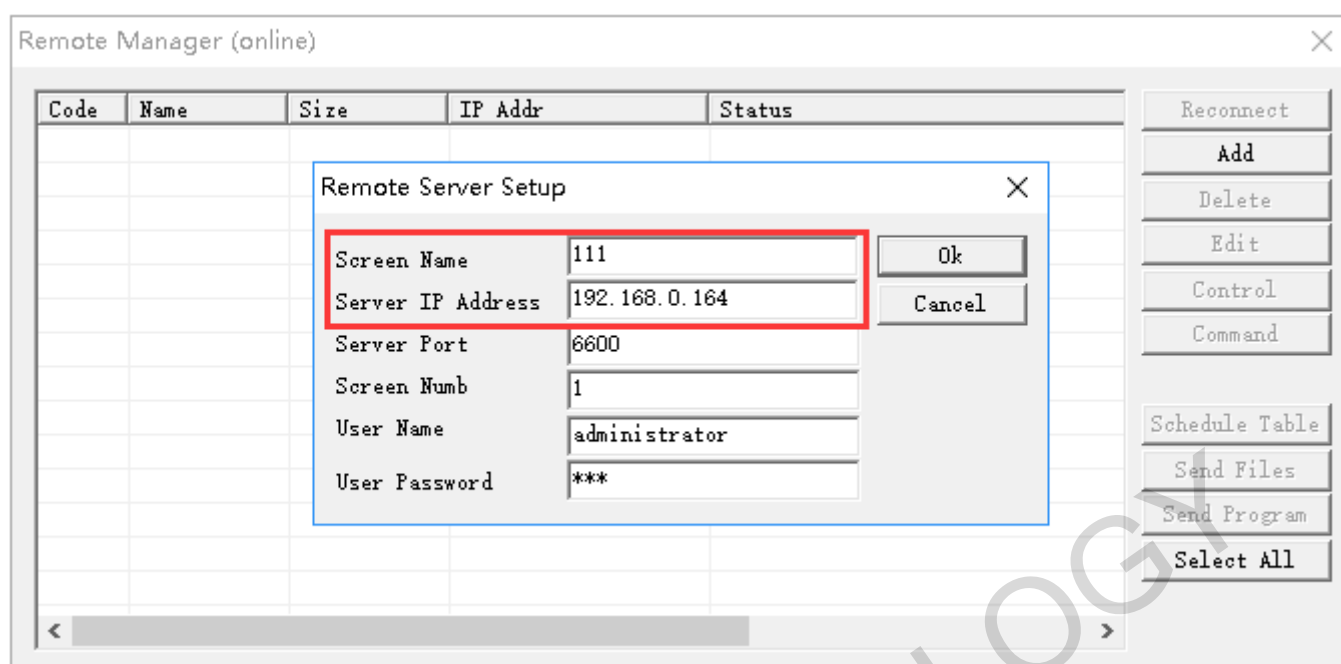




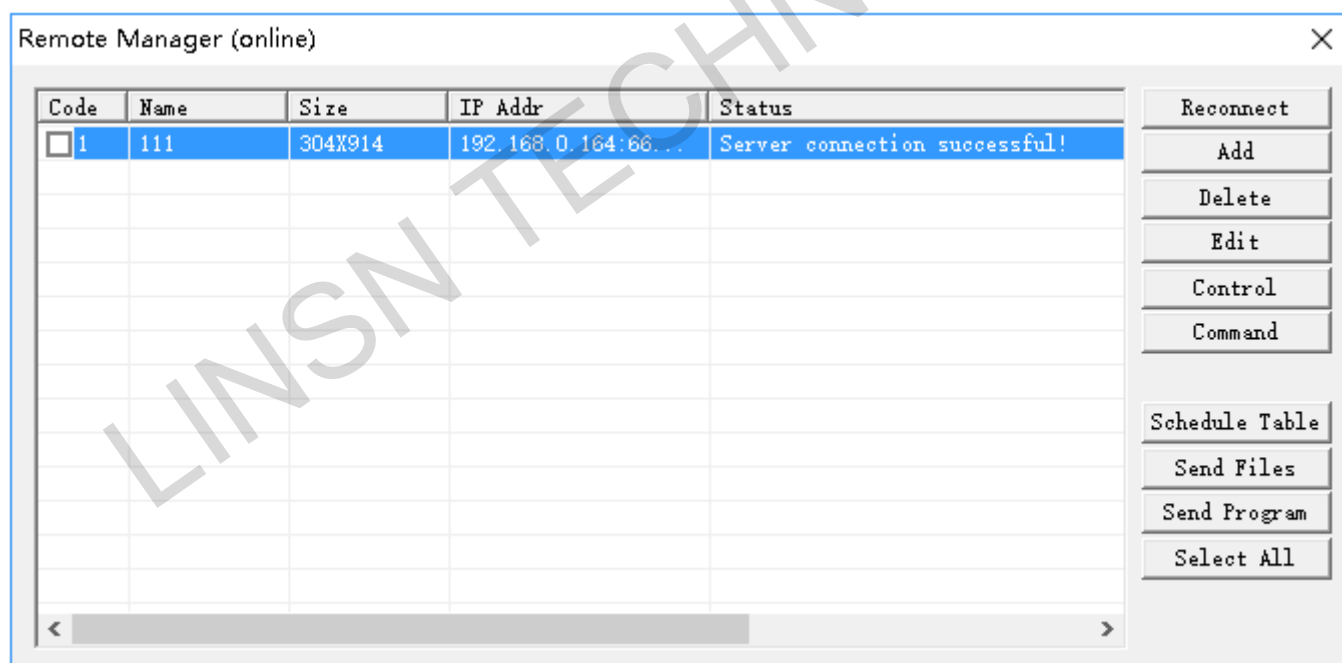
4. After the following manager interface pops up, click **Add** to set up the connection.



5. Input a name for your LED screen and the IP address of sever computer. Then click ok.




6. After selecting the desired sever computer, the rest of the options will be enabled.



- **Reconnect:** reconnect to the added sever computer.
- **Add:** add a new sever computer.
- **Delete:** delete a selected sever computer.
- **Edit:** edit the information of the sever computer.
- **Control:** access to the sever computer's desktop to realize remote desktop control.

- **Schedule Table:** set the schedule command table (refer to [page15](#)) for the server computer and send it to that computer
- **Send Files:** send the files from client computer to server computer.



The 'Send File' dialog box contains the following elements:

- Target DIR:** A text input field for the destination directory.
- Source File:** A list box for selecting files to send.
- Buttons:** 'Send', 'Exit', 'Add', 'Del', and 'Delete All' are located on the right side.
- Same file name:** Radio buttons for 'Overwrite' (selected) and 'Skip'.
- Send mode:** Radio buttons for 'Send to current screen only' (selected), 'Send to the selected screens', and 'Send to all'.

**Target DIR:** Server Computer path to store incoming files from Client Computer

**Source File:** the outgoing files list

**Send:** send listed **Source File** to **Target DIR**

**Exit:** quit **Send File** window

**Add:** add a file to Source File

**Del:** delete a selected Source File

**Delete All:** delete all Source File

**Same file name**

**Overwrite:** if **Target DIR** has a file with the same name of **Source File**, **Source File** replaces the **Target DIR** file

**Skip:** if **Target DIR** has a file with the same name of **Source File**, **Source File** skips transmitting to **Target DIR**.

**Send mode**

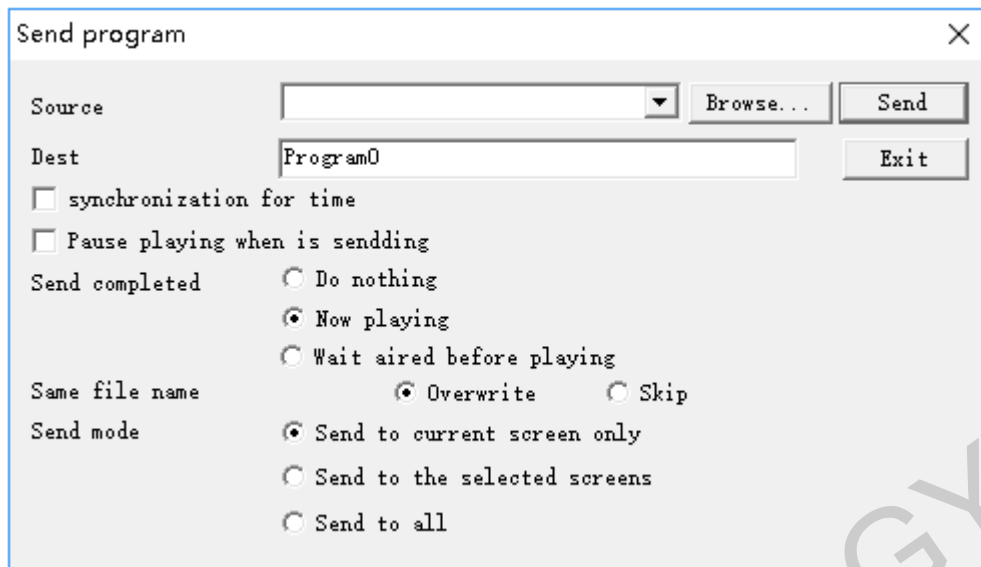
**Send current only:** send the **Source File** to the current selected Server Computer

**Send by select:** select the Server Computer(s) to send the **Source File** to

**Send to all:** send **Source File** to all Server Computers listed in Remote LED Screen Manager Online

- **Send Program:** send .lsd file from Client Computer to Server Computer





**Source:** the outgoing .lsd file

**Dest:** Destination. **Server Computer** path to store incoming .lsd file from **Client Computer**

**Browse...:** browse the Client Computer to select the .lsd file

**Send:** send Source to Dest

**Exit:** quite **Send Program** window

**Synchronization for time:** set **Server Computer** time synchronous with **Client Computer**

**Pause playing when is sending:** Pause **Server Computer LedStudio** playing when **Server Computer** is receiving .lsd file from **Client Computer**

**Send completed**

**Do nothing**

**Now playing**

**Wait aired before playing**

**Same file name**

**Overwrite:** if **Dest** has an .lsd file with the same name of **Source**, **Source** .lsd File replaces the **Dest** .lsd file

**Skip:** if **Dest** has an .lsd file with the same name of **Source**, **Source** .lsd File skips transmitting the .lsd file

**Send mode**

**Send current only:** send the **Source** .lsd file to the current selected Server Computer

**Send by select:** select the Server Computer(s) to send the **Source** .lsd file to

**Send to all:** send **Source** .lsd file to all Server Computers listed in Remote LED Screen Manager Online

#### 3.2.4.6.2.2. Remote Manager (offline)/FTP Server

Remote Manager (offline)

Client ☒ Remote Manager (offline)

Server ☐ Enable Remote Server(offline) Name

Each  Minute

ftp IP  Port


ftp User  ftp

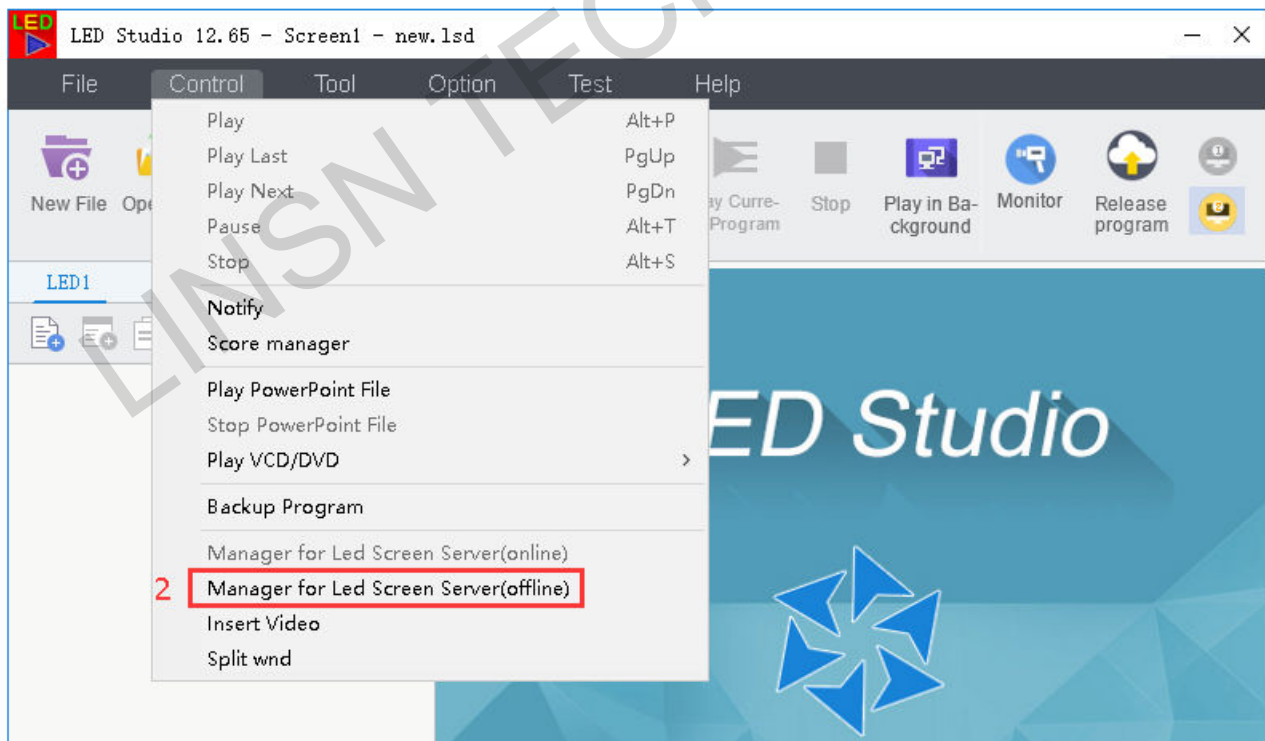
## Setup:

On the Server computer:

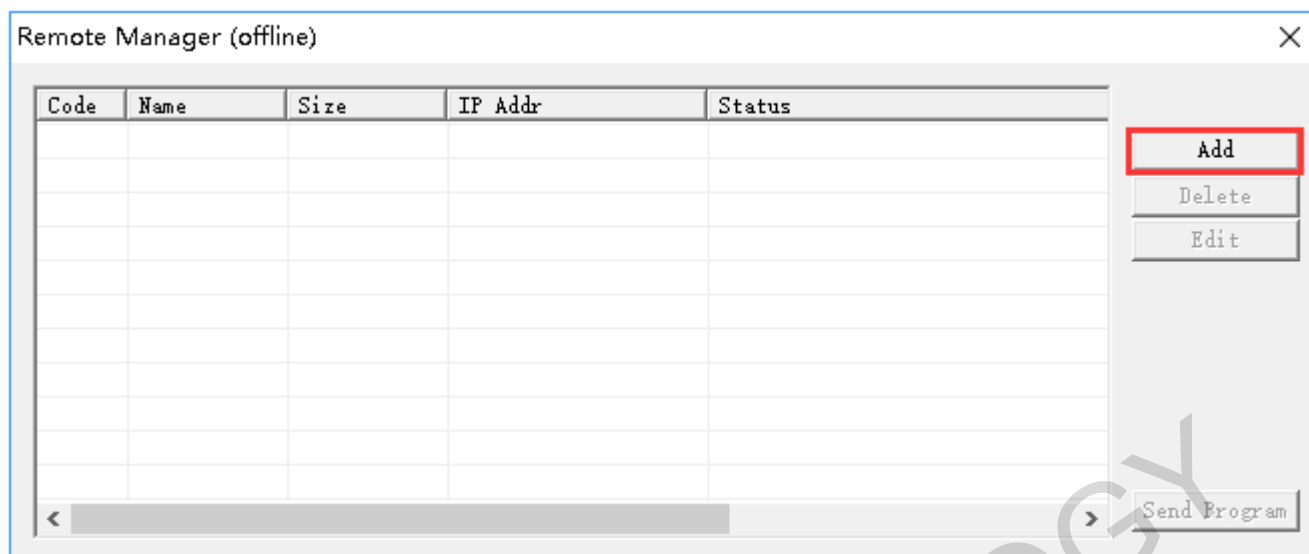
1. Go to **Option->Software Setup->Networking->** Check the **Server** ☐ **Remote Manager (offline)** option
2. Input the FTP information: FTP IP, Port, FTP User (name), and FTP password  
Each 10 Minutes means the LEDStudio on Client computer will fetch updates from FTP server every 10 minutes.

On the Client computer:

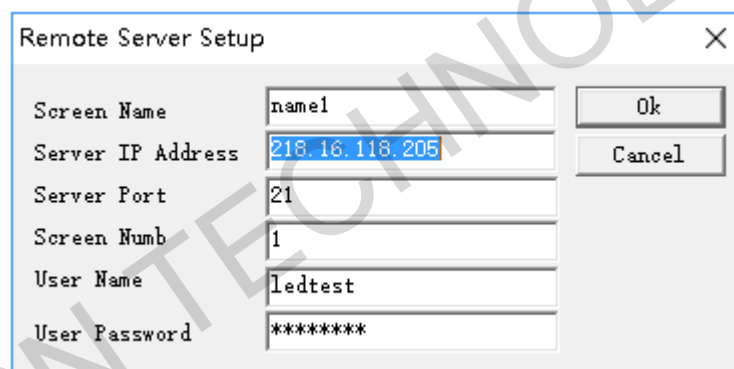
1. Go to **Option->Software Setup->Networking->** Check the **Client** ☐ **Remote Manager (offline)** option
2. Click Remote LED Screen Manager (offline)  button **OR** Go to **Control->Manager for Led Screen server (offline)** (As the following picture)



3. Click **Add** to add sever computer's address in the pop-up interface below.



4. Make sure the information is correct and click ok to connect with the server computer.



5. Select the desired server computer, and the rest button will be enabled.

[illegible]

**Add:**add another FTP server

**Delete:**delete the selected FTP server

**Edit:**edit the selected FTP server

**Send Program:** refer to [page28](#)

### 3.2.4.6.2.3. Play Manager

Play Manager

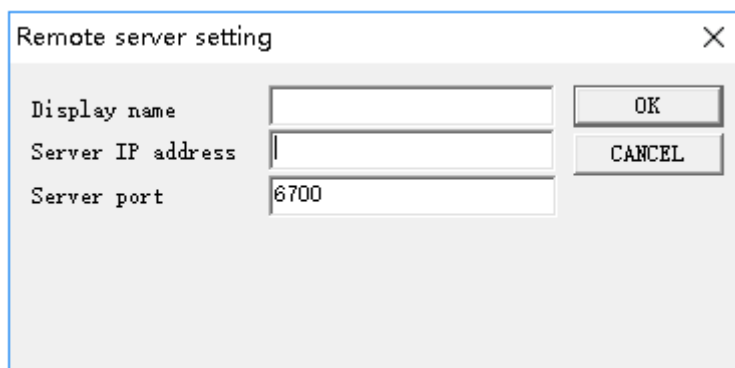
Server ☐ Play Manager Wait Time  Second

name	IP	Port	

Client ☐ Enable Play Manager Port

[Add](#)  
[Del](#)

**Play Manager:** works with **Online/real time remote control**



Remote server setting

Display name:

Server IP address:

Server port:

OK CANCEL

#### 3.2.4.6.2.4. TCP/IP Protocol

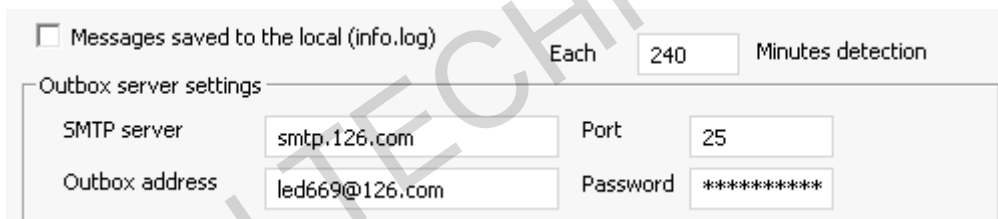


TCP/IP Protocol

☐ Allows receive Port:

**Allow receive:** For sending command to control the software

#### 3.2.4.6.3. E-mail settings



☐ Messages saved to the local (info.log) Each:  Minutes detection

Outbox server settings

SMTP server:  Port:

Outbox address:  Password:

Messages saved to the local (info.log):

Each:  Minutes detection:

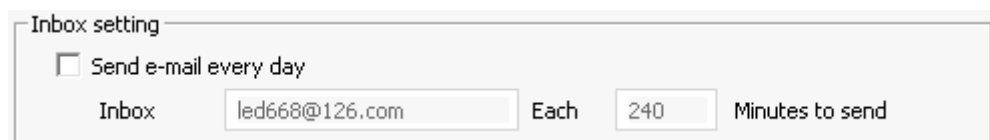
**SMTP server:** the SMTP server address of outbox

**Port:** the SMTP server port of outbox

**Outer address:** the any valid email address for outbox

**Password:** the password of outbox email

**Note:** Because of server problem, this function can be used only in China



Inbox setting

☐ Send e-mail every day

Inbox:  Each:  Minutes to send

**Send e-mail every day:** if ticked, one email one day

**Inbox:** the email address for receiving the mail (please clean up the inbox regularly, in case it is full)

Each:  Minutes to send:



Email setting when software failure

☐ pop-up message

☐ Send email

Inbox

Fault display

☐ Recv card Volt Min  Max  ☐ Temperature

☐ Voltage 1 Min  Max  ☐ Humidity

☐ Voltage 2 Min  Max  ☐ Fan

☐ Smoke ☐ Cable ☐ Door ☐ Card no answer

**Pop-up message:** choose pop-up message to report fault alert

**Send email:** choose sending email to report fault alert

**Inbox:** enter an email address for receiving fault alert

**Recv card Volt (Min/Max):** choose to report voltage related fault alert

**Min/Max:** the software will send you a fault alert when the actual voltage exceeds the range you set

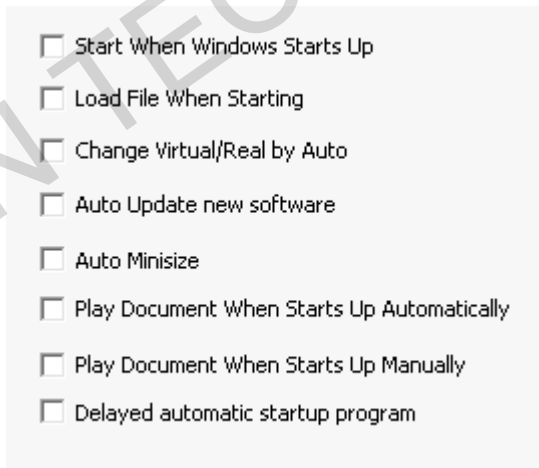
**Voltage 1(Min/Max):** the software will send you a fault alert when the actual voltage exceeds the range you set

**Voltage 2(Min/Max):** the software will send you a fault alert when the actual voltage exceeds the range you set

**Temperature:** the software will send you a fault alert if the actual temperature value is greater than the one you set

**Humidity:** the software will send you a fault alert when if the actual humidity value is larger than the one you set

#### 3.2.4.6.4. Auto



☐ Start When Windows Starts Up

☐ Load File When Starting

☐ Change Virtual/Real by Auto

☐ Auto Update new software

☐ Auto Minimize

☐ Play Document When Starts Up Automatically

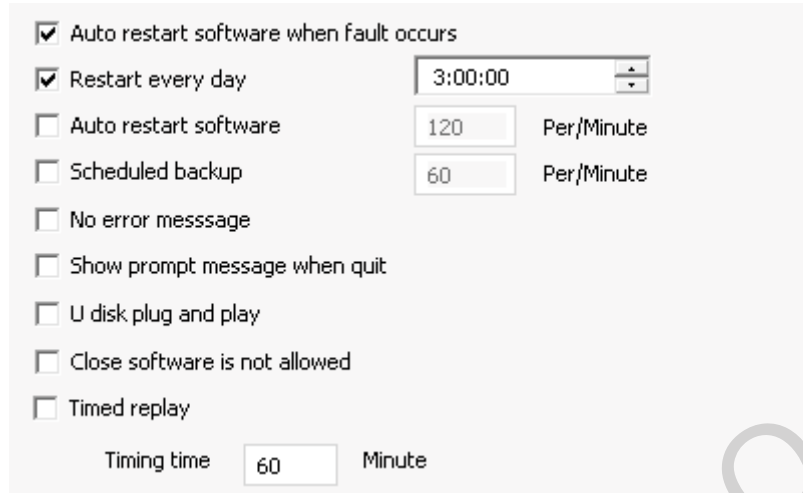
☐ Play Document When Starts Up Manually

☐ Delayed automatic startup program

- Start When Windows Starts Up: open **LEDStudio** when Windows starts up
- Load File When Starting: Load .lsd file automatically when open LEDStudio
- Change Virtual/Real by Auto: for virtual **LED display**, playing letters in real-pixel mode for better visual effect, and playing image/video in virtual pixel mode; automatically switch.
- Auto Update new software: automatically update LEDStudio software
- Auto Minimize: Minimize LEDStudio automatically
- Play Document When Starts Up Automatically
- Play Document When Starts Up Manually

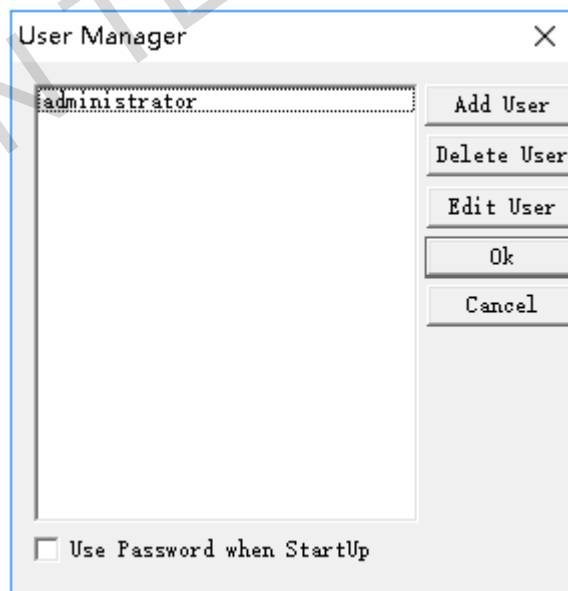
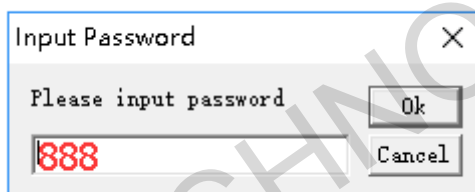
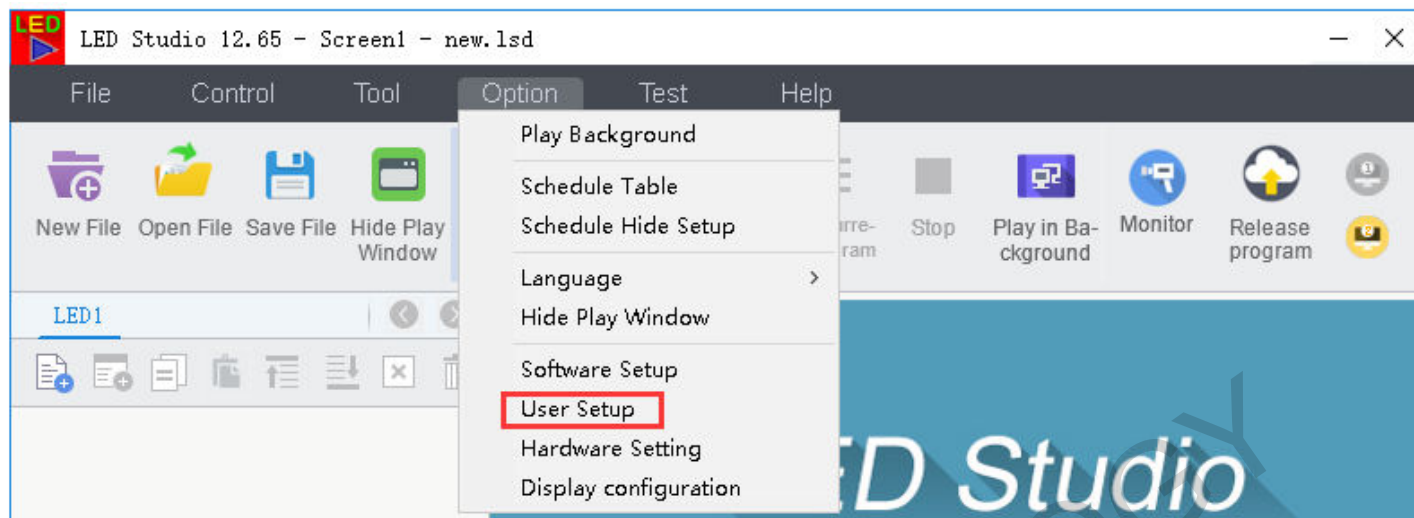
- Delayed automatic startup program

#### 3.2.4.6.5. Other



- Auto restart software when fault occurs: automatically restart LEDStudio when encounter errors
- Restart every day: scheduled restarting LEDStudio everyday
- Auto restart software: restart LEDStudio every preset minute(s)
- Schedule backup: automatically back up files of .lsd file every preset time
- No error messages: when fault occurs, no prompt allowed
- Show prompt message when quit: When quit the LEDStudio, a message will be popped out
- U disk plug and play: enable u disk plug and play function. LEDStudio load and play .lsd program from USB disk as priority
- Close software is not allowed: If enabled, the software can't be closed
- Enable the hardware-setting interface zoom function; When the desktop height is less than:  
Enable zooming the hardware-setting interface when the height of desktop is less than the certain value you set.

### 3.2.4.7. User Setup



**Add User:** to add a new user ID and password



**Delete User:** to delete user information

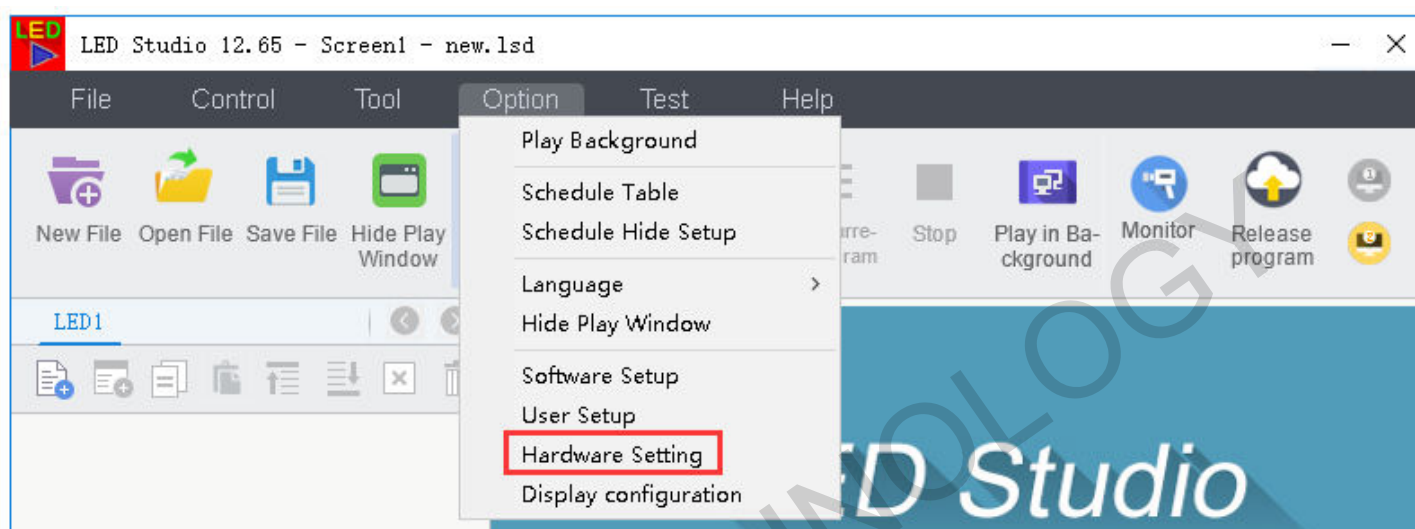
**Edit User:** to change password

**OK:** to confirm information

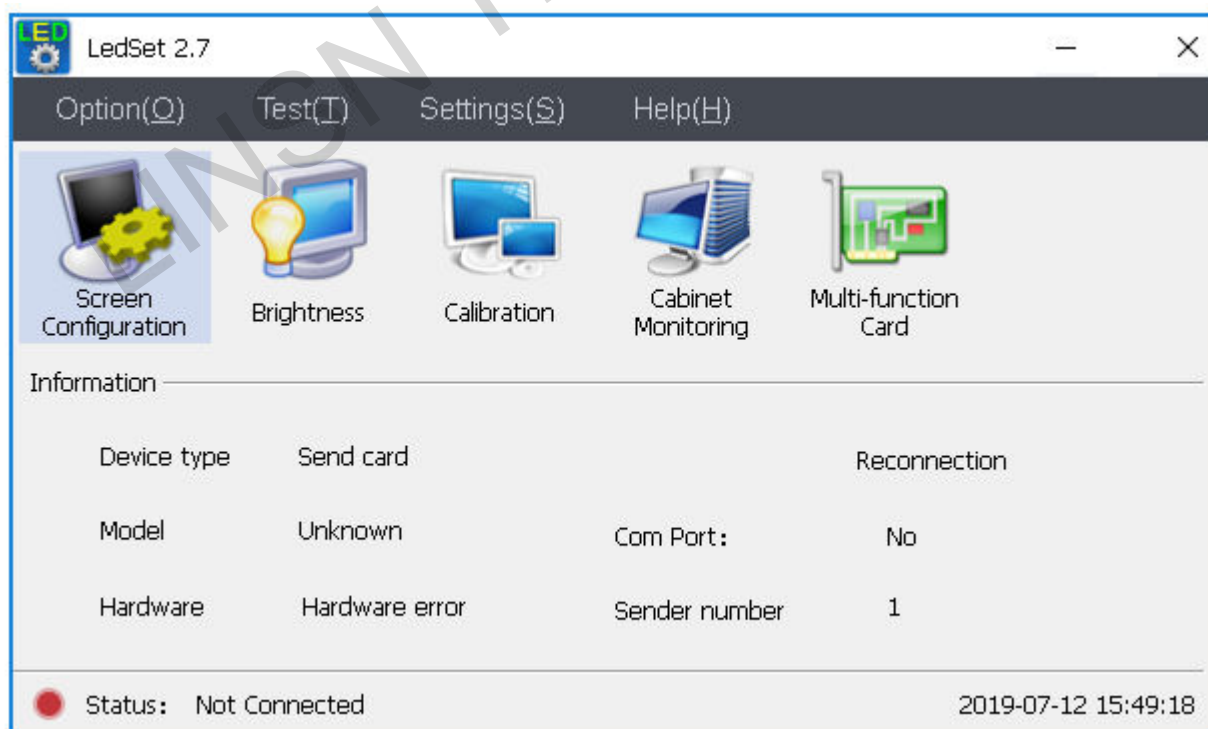
**Cancel:** to cancel operation

**Use Password when Start Up:** to require entering password when open LEDStudio

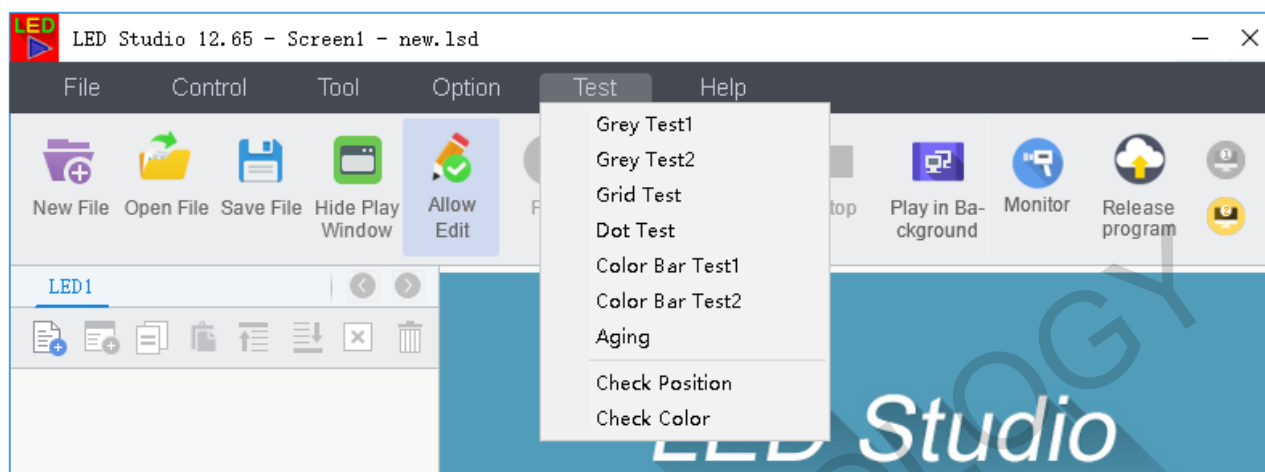
### 3.2.4.8. Hardware Setting



**Hardware Setting:** to send .CON file (Display Connection settings file) and .RCG file (display driver for receiving card) to receiving cards



### 3.2.5. Test Menu

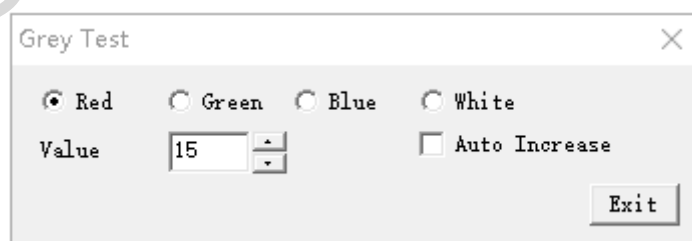


#### 3.2.5.1. Grey Test 1

**Grey Test1:** test Grey level from 0-255 in sequence of Red, Green, Blue, White

#### 3.2.5.2. Grey Test 2

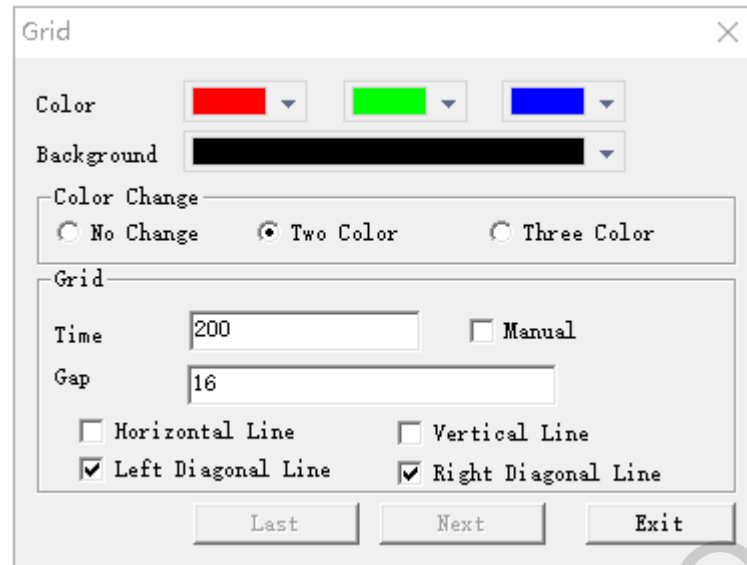
**Grey Test2:** select a color, a value (0-255) for testing



**Auto Increase:** continue testing next grey level up to 255. Then test again from 0 to 255.

#### 3.2.5.3. Grid Test

**Grid Test:** this can test the correctness of the image on screen. (Select three colors for testing and one static color as



## Color Change

**No Change:** only the first color (Red color in the upper picture) runs in testing

**Two Color:** the first two colors run in testing (Red and Green)

**Three Color:** all three colors run in testing

## Grid

**Time:** in millisecond; the running speed of testing grid

**Gap:** the pixel numbers between two testing lines

**Horizontal:** testing line runs horizontally

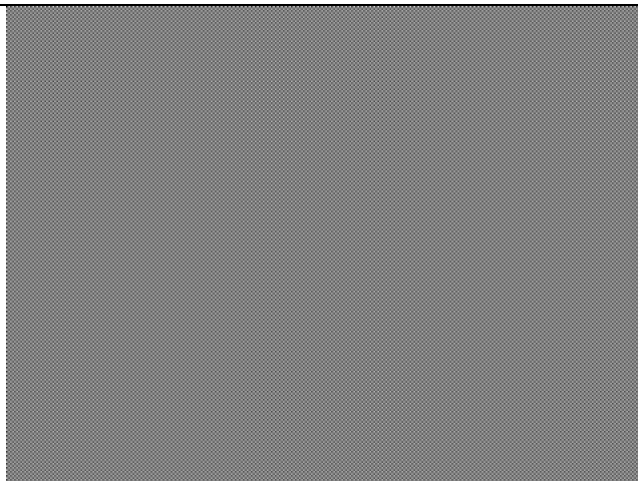
**Vertical:** testing line runs vertically

**Left Diagonal:** testing line runs in bias way

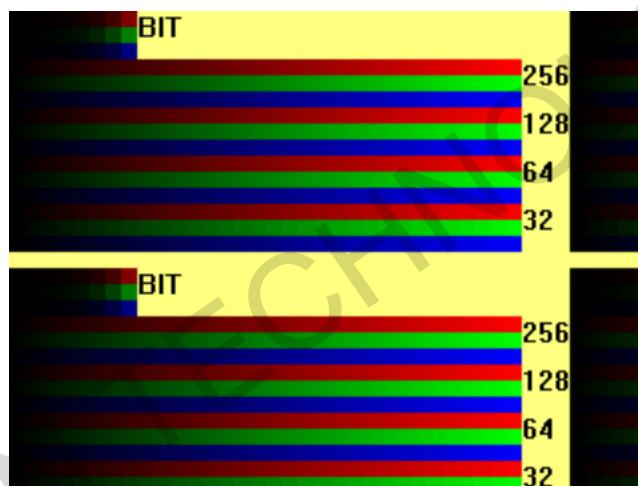
**Right Diagonal:** testing line runs in bias way

## 3.2.5.4. Dot Test

**Dot Test:** check for faulty pixels



#### 3.2.5.5. Color Bar Test 1



#### 3.2.5.6. Color Bar Test 2

**Color Bar Test2:** Choose color for color bar test

Select Color ✕

☒ Red

☐ White

☐ Green

☐ Red+Green

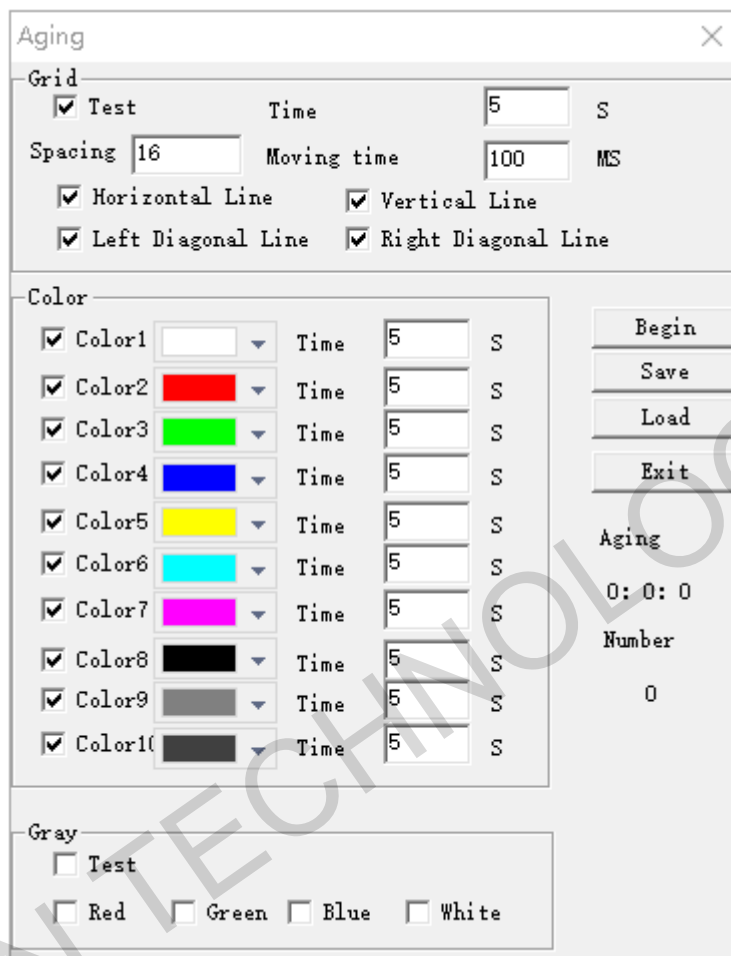
☐ Blue

☐ Red+Green+Blue

OK

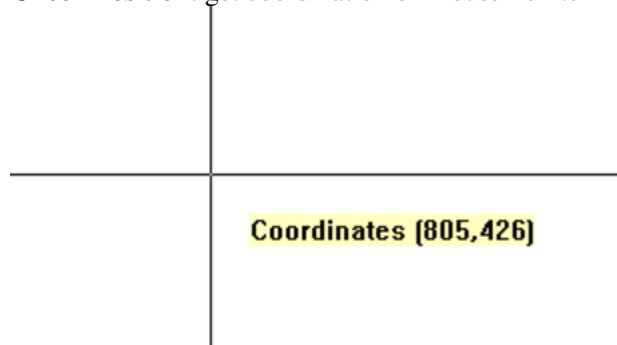
### 3.2.5.7. Aging

Aging test is used for the aging LED screen and receiving cards



### 3.2.5.8. Check Position

**Check Position:** get coordination of Mouse Pointer

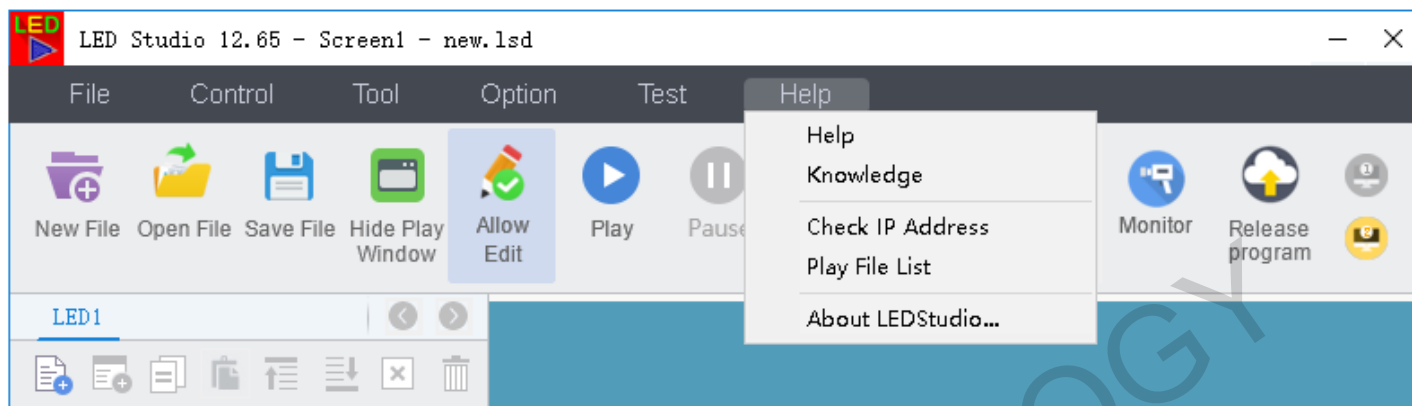


### 3.2.5.9. Check Color

Check Color: get RGB value

RGB[255,255,255]

### 3.2.6. Help Menu



#### 3.2.6.1. Help

**Help:** activate the LEDStudio manual

#### 3.2.6.2. Knowledge

**Knowledge:** some tips for LEDStudio

#### 3.2.6.3. Check IP Address

#### 3.2.6.4. Play File List

**Play file list:** check records that the file has played via LEDStudio

The screenshot shows a software window titled "Play File List". At the top right is a close button (X). Below the title bar are two input fields for "File" and "Date". The "Date" field has a dropdown arrow and contains the text "2017-01-01 01:01:01". To the right of the date field is a "to" label followed by another date field containing "2019-07-13 11:06:46". Further right is a checkbox labeled "Show File Path" which is unchecked, and a "Search" button. The main area of the window is divided into two side-by-side tables. The left table has columns: "File", "Degree", "Time", and "Date". The right table has columns: "File", "Begin Time", and "Time". Both tables have multiple empty rows. A large, diagonal watermark reading "TECHNOLOGY" spans across both tables. At the bottom of the window are several buttons: "Empty Log File", "Log File Save as ...", a checkbox labeled "Display Details" which is unchecked, "Export...", and "Print...".

**File:** type in the File Name for search

**Date from..to:** select a period of time for search

**Show file path:** show the path of the file saved in the computer

**Search:** start searching and get record list

**File:** file name

**Degree:** how many times the file has been played

**Time:** total time the file played

**Begin time:** the starting playing time

**Time:** time duration the file has been played for

**Export:** export the search result in Microsoft Excel file format

**Print:** print the search result

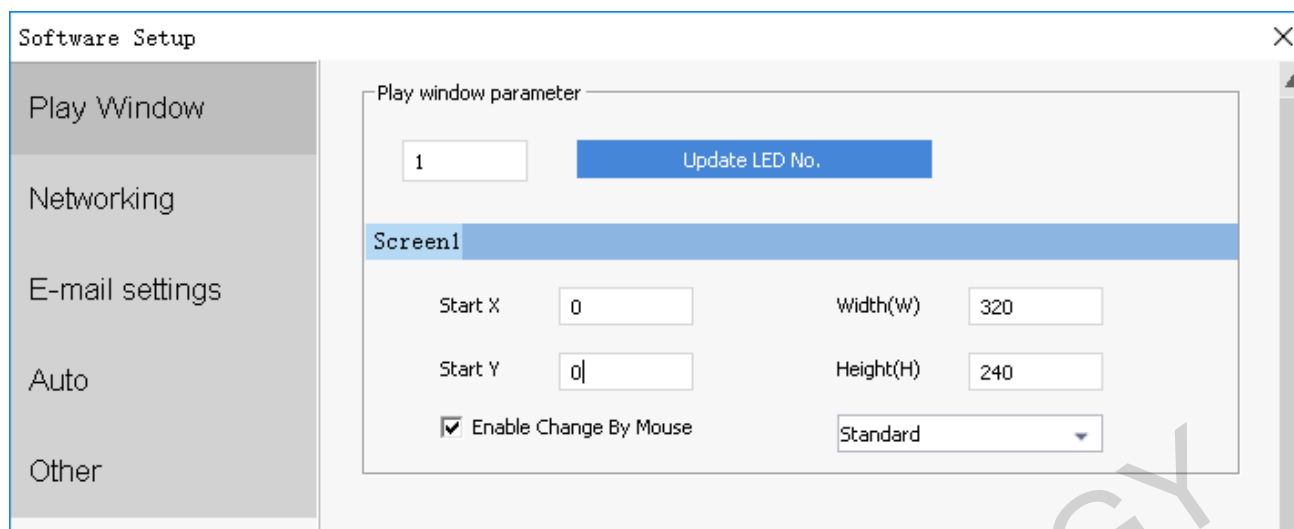
**Display detail:** when export or print the search result, including the info of **Begin time** and **Time** (12.43 version, it always shows details when **Print** or **Export**)

**Empty Log File:** Delete log file.

**Log File save as:** Save log file.

### 3.3. How to make a .lsd file

## 3.3.1. Play Window Setup



- 1) Go to **Option->Software setup->Set the Play Window**  the same size as that of **LED Screen**.  
**Start X** and **Start Y** is (0, 0); **Width & Height**

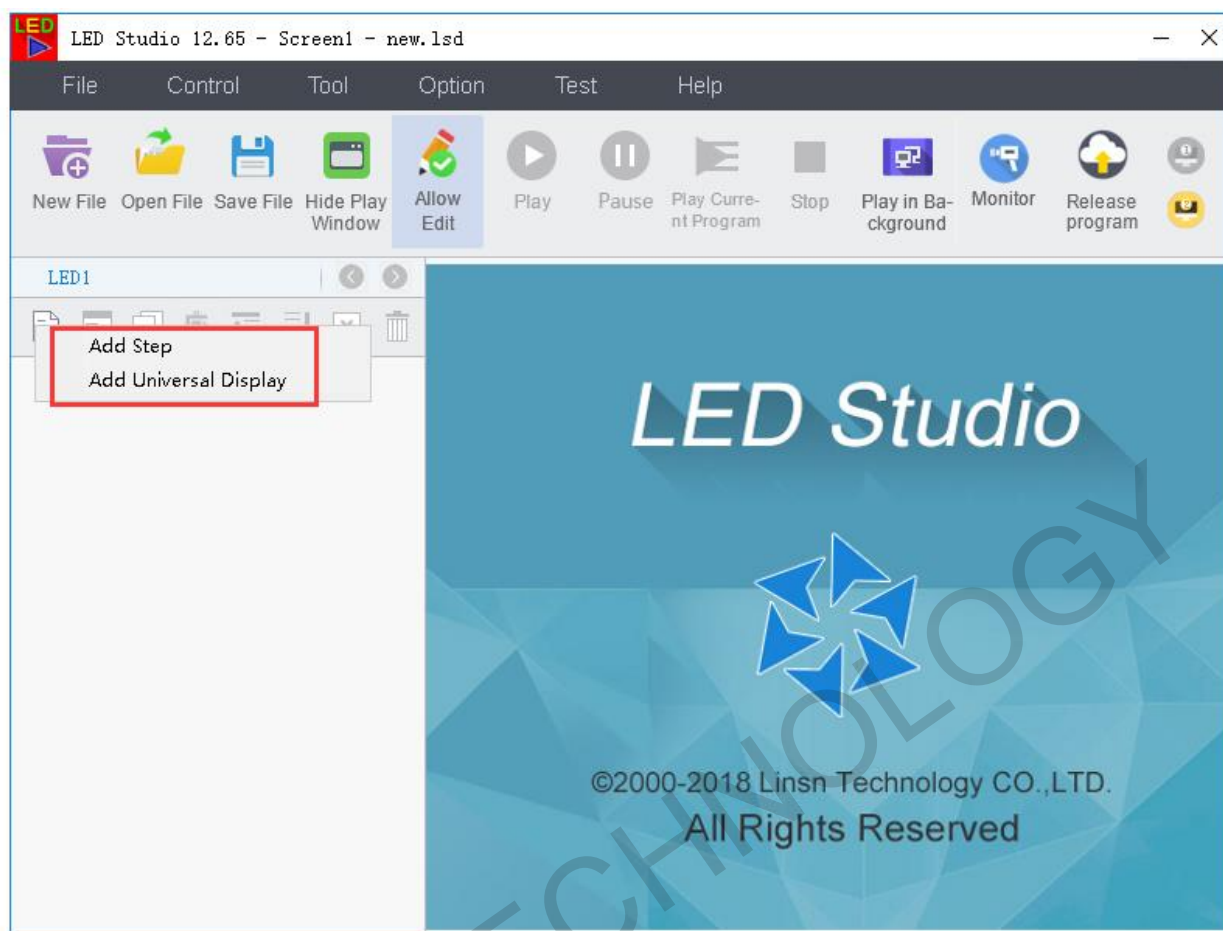
## 3.3.2. Open a New Page of Program

### 3.3.2.1. Add Step, Add Universal Display



Click **Allow Edit** icon, then **New Page of Program**  icon





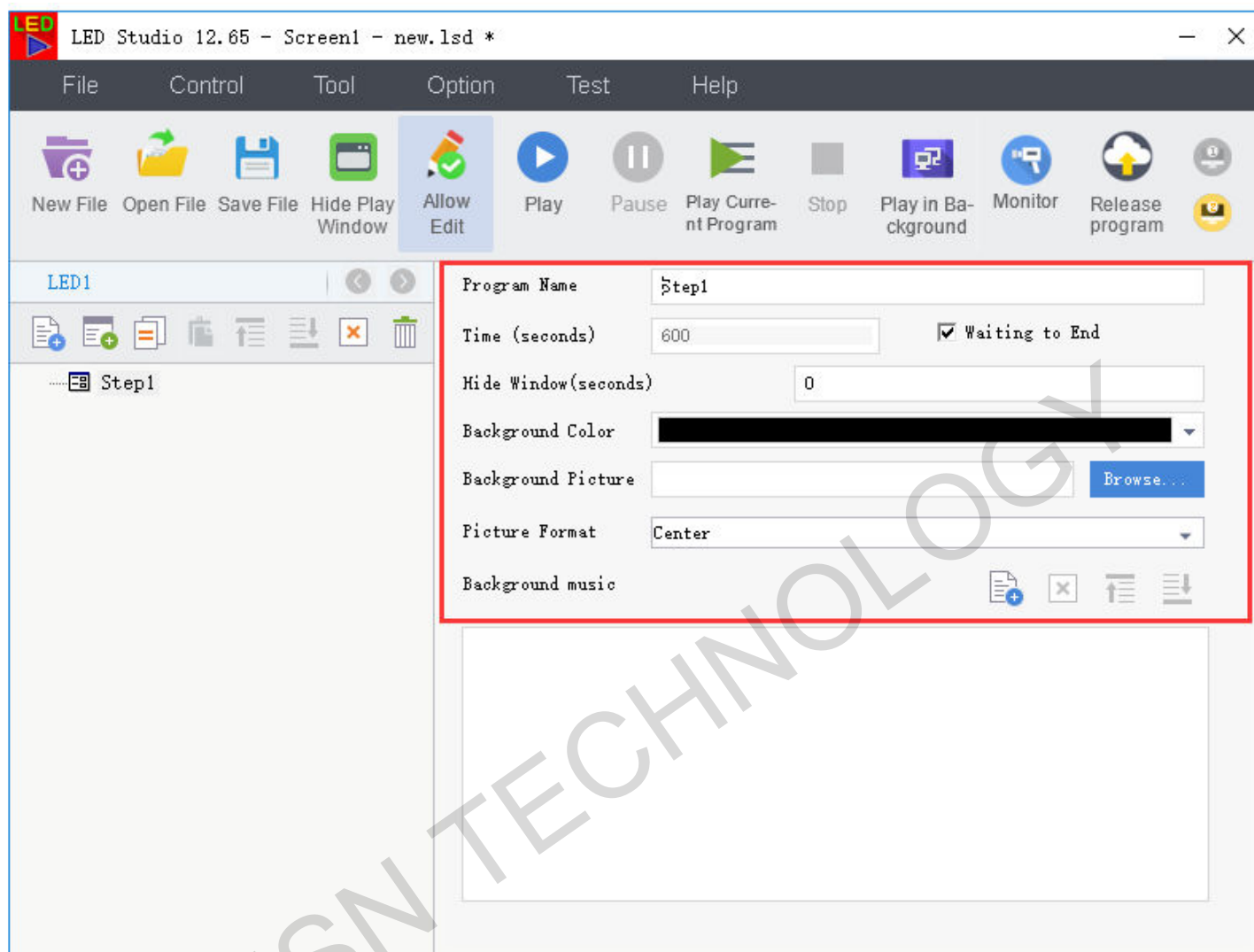
**Add Step:** Loop all the videos and pictures in the program

**Add Universal Display:** this kind of Step have loop play independently. **Universal Display** is always at an upper layer of **Add Step**. Usually for Company Logo, etc.

**Note:** each .lsd file can only have one Universal Display

**Time Window** usually put in **Universal Display** page, if Time Window put under **Step2** for example, then **Step 3** and following Steps will not be played, because Time will never stop. Then Step2 will always be played.

## 3.3.2.2. Step Settings



**Program Name:** Change the Step name (Default from Step 1, Step 2, and Step 3...)

**Time (second):** deselect **Waiting to End**, set time durations for the Step. For example, 60, means the **Step1** will be played in 60 seconds, then play **Step2**.

**Hide Window (Second):** Hide **Play Window** for preset seconds when **Step1** is finished. In the same time, **Step 2** is playing.

**Background:** Background color of **Play Window**

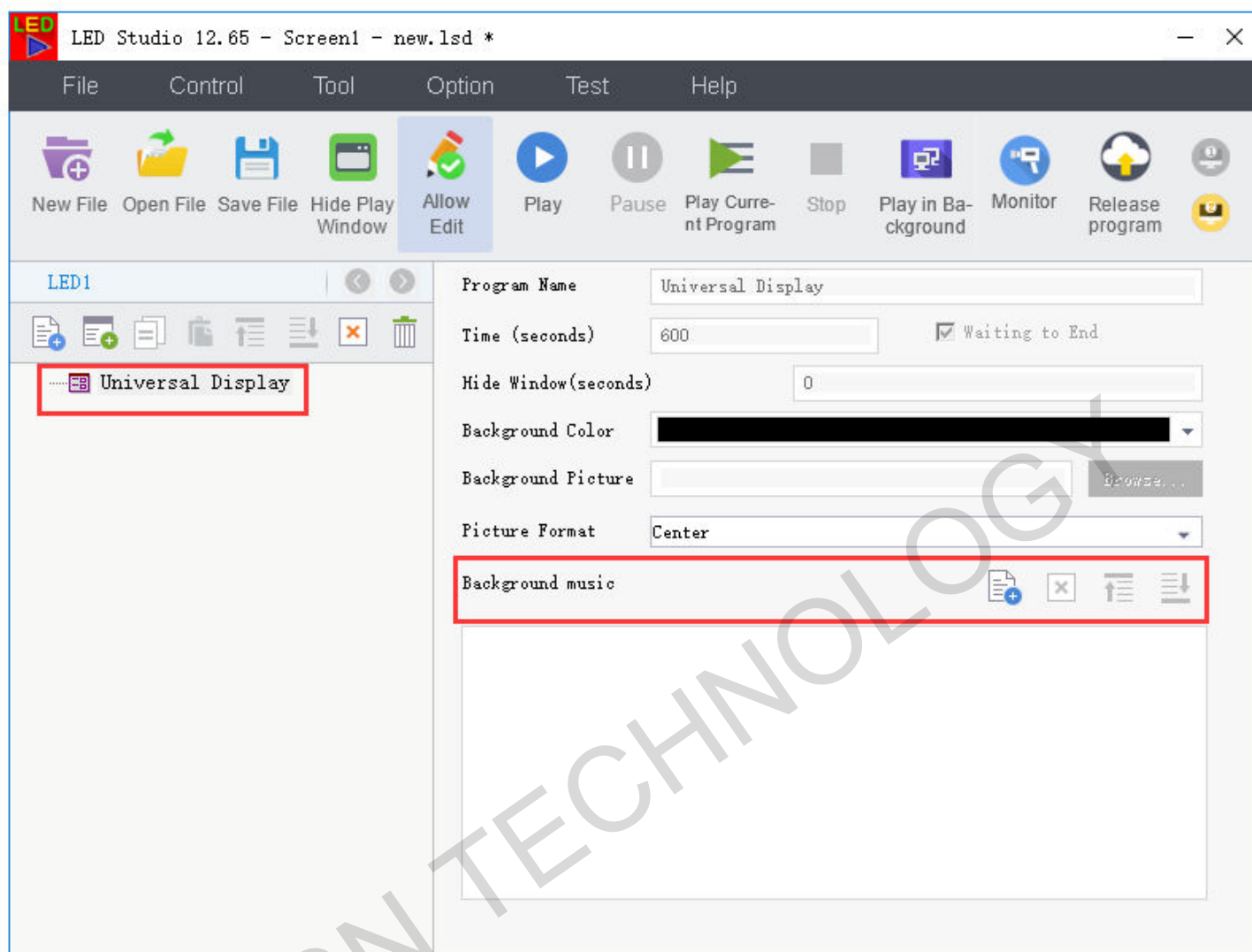
**Background:** Background picture of **Play Window**

**Picture:** Center/Zoom/Stretch/Title the background picture



**Background:** background music, loop play.

## 3.3.2.3. Universal Display Settings

Universal Display Setting: only adding Background Music is available. Normal program page plays in order, while overall program page plays continuously, without any time limits. (Such as time display)

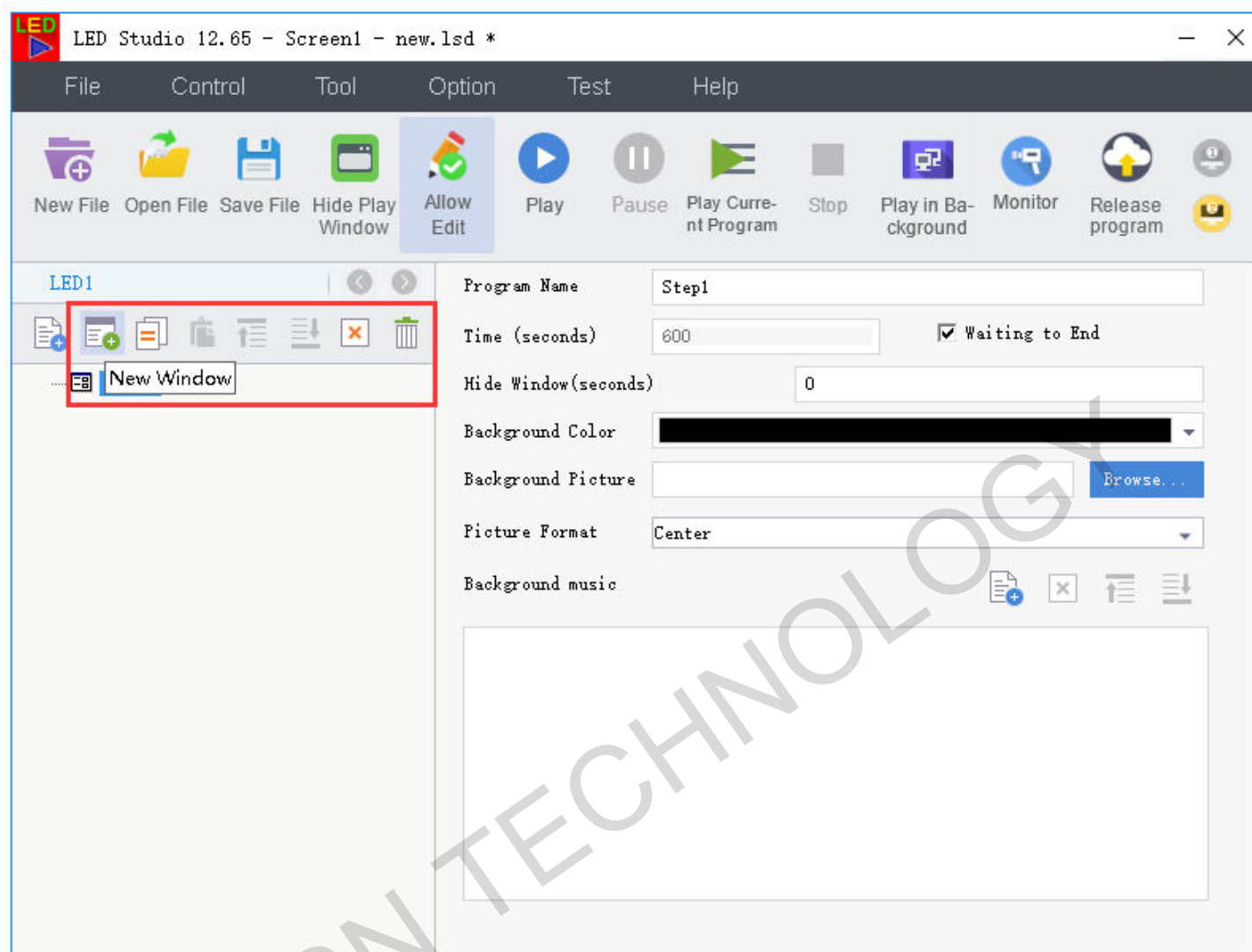


To delete a program page, use the delete button .

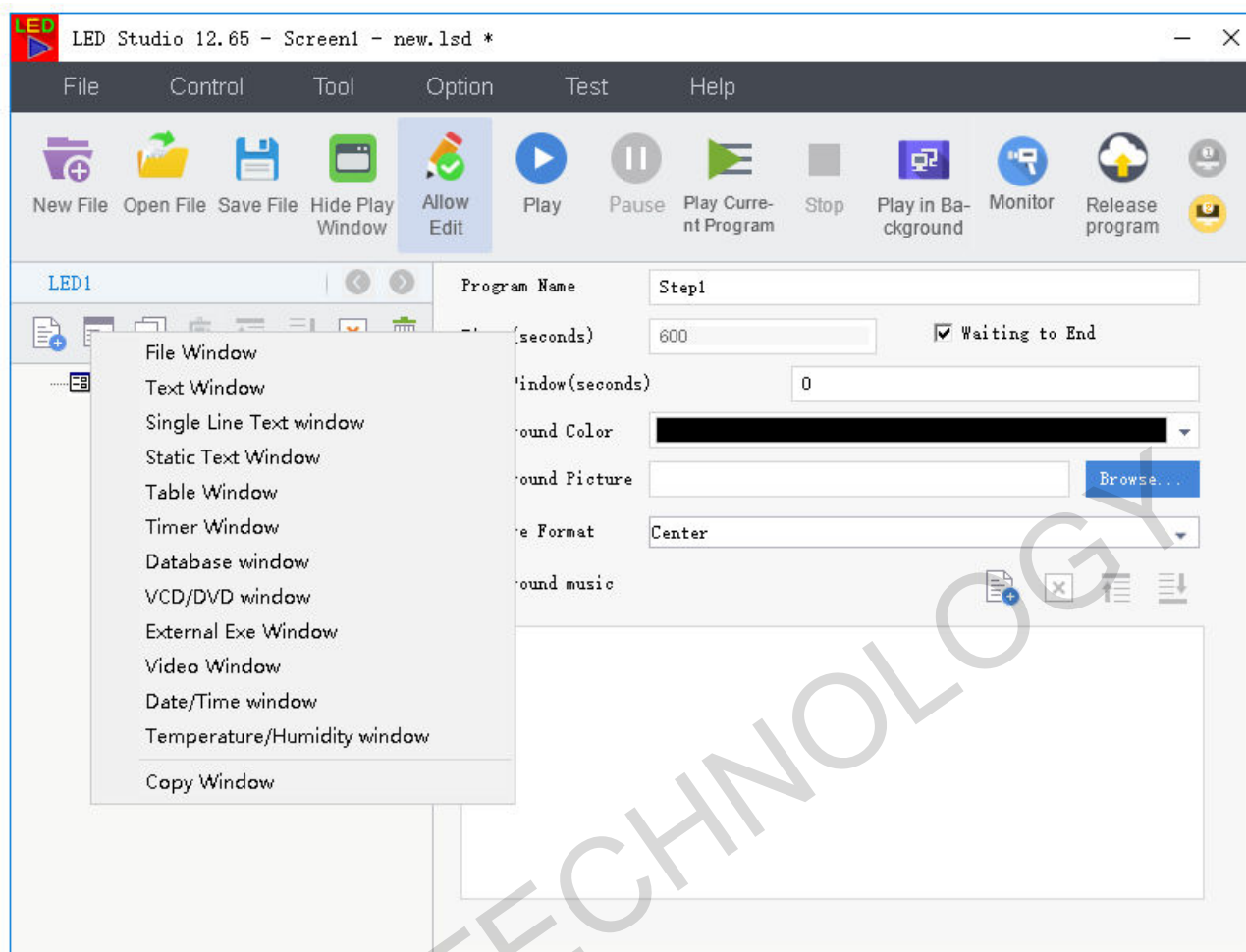
To change the order of page, use the moving button , .

### 3.3.3. Add New Window

After a **Step** or **Universal Display** is added, the **New Window icon** , **Copy icon** , **Paste icon** , **Delete icon** , are activated. , .



Click: **New Window** icon 

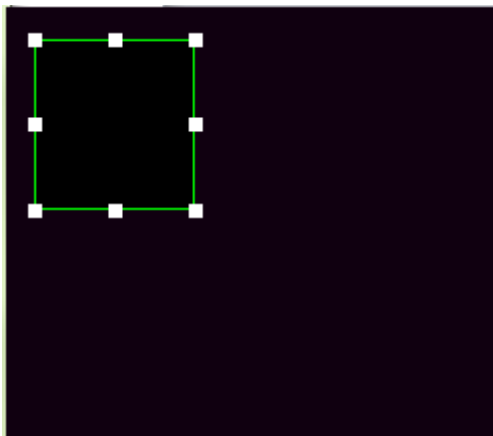


## Important Notes:

Name	File	Frame	None		Standard
StartX	20	Width	160	<input type="checkbox"/> Lock	
StartY	20	Height	120	Timing	

The above window appear in every **New Window**, it is **File Showing Area Setting Window**

**File(s) Showing Area Settings:** the **Showing Area** (the green rectangle) is inside the **Playing Window**. All files of **File Window** will show inside the **Showing Area**.



**Name:** Change the default name File

**Frame:** Frame of Showing Area; **None**, no frame line; **Single line**, one frame line; **Double lines**, two frame lines; **Three lines**, three frame lines

**Color:** Frame line color



**Start X:** set the X position of (X, Y) coordination for **Showing Area** in **Play Window**

**Start Y:** set the Y position of (X, Y) coordination for **Showing Area** in **Play Window**

**Width/Height:** Set the size of Showing Area

**Lock:** when lock, mouse pointer cannot drag to move or drag to resize the **Showing Area** inside the **Play Window**

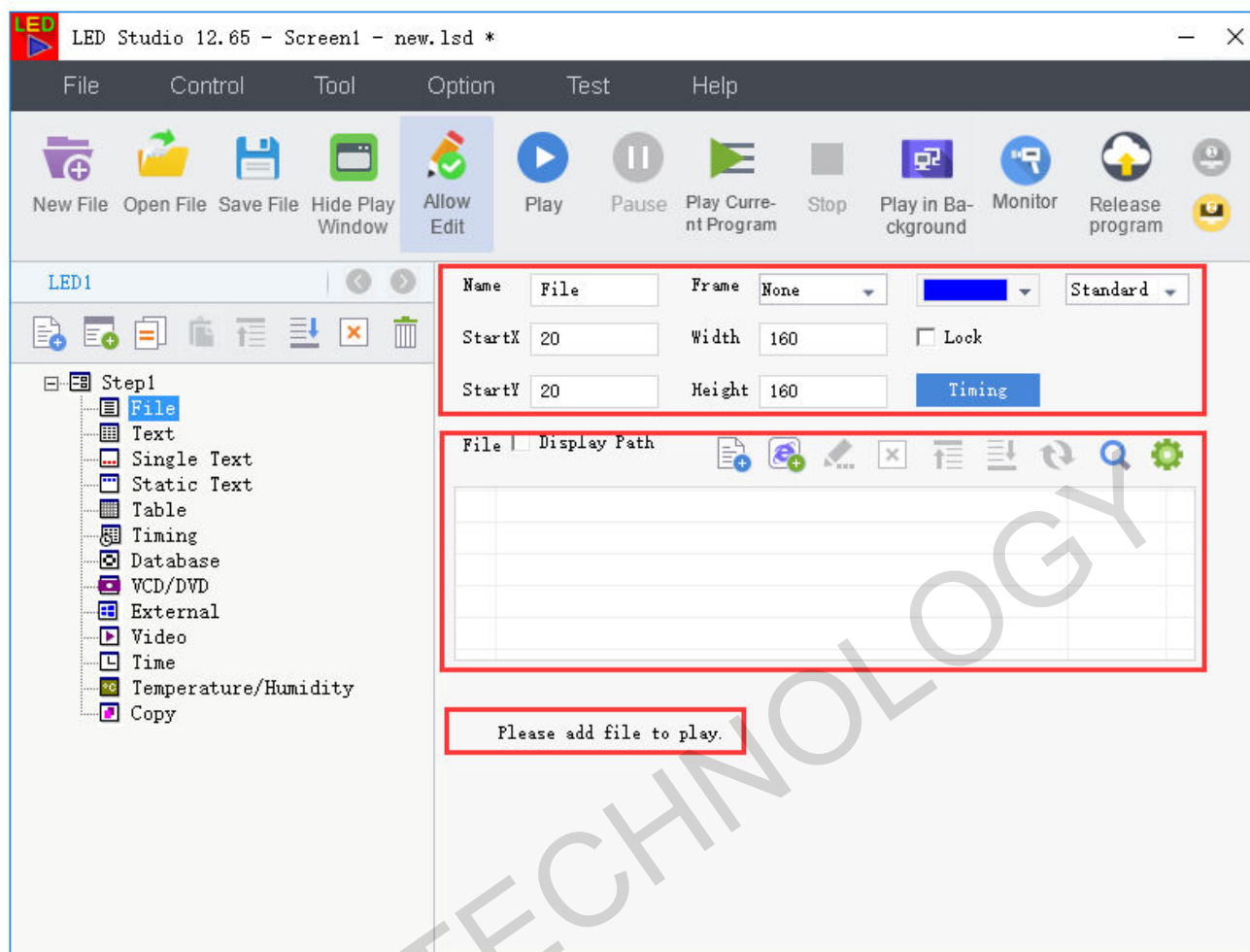
**Timer:** designed for **Time Window**.

**Based on the PC time:** By 30 Minute 30 Sec means every 30 minutes of computer clock, **Time Window** appears for 30 seconds. **Time Window** is hidden besides that every 30 seconds.

**Based on the playing time:** by 30 Second 5 seconds means every 30 seconds of playing time, show **Time Window** for 5 seconds then hides **Time Window**

### 3.3.3.1. File Window

**File window:** play various files like documents, pictures, video etc.

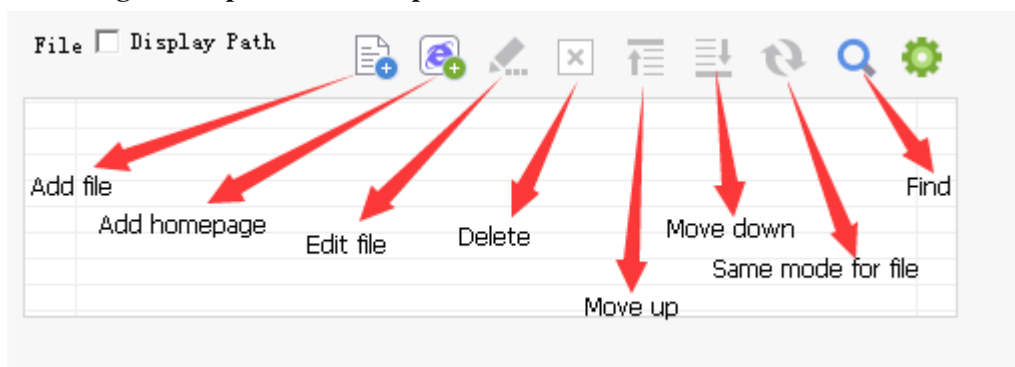


### 3.3.3.1.1. File(s) Showing Area Settings

File(s) Showing Area Settings: refers to [Important Notes](#)

### 3.3.3.1.2. File(s) Adding & Listing Window

Display Path: Showing the file path in the computer





**Add File:** click **Add File** icon to add a media file.

**Add Homepage:** add a web link to show web page in **Showing Area**

**Edit File:** edit the selected file. Open and edit

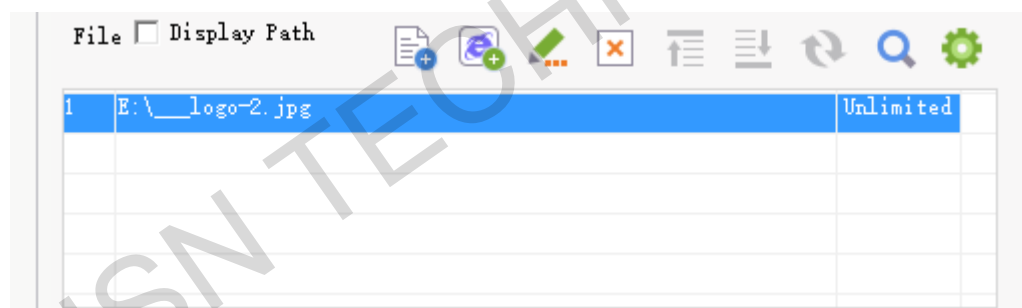
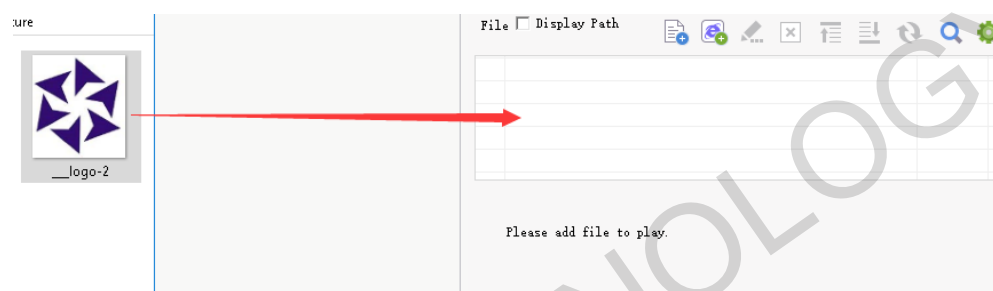
**Delete:** delete the selected file

**Move up/down:** change the order of the loaded files

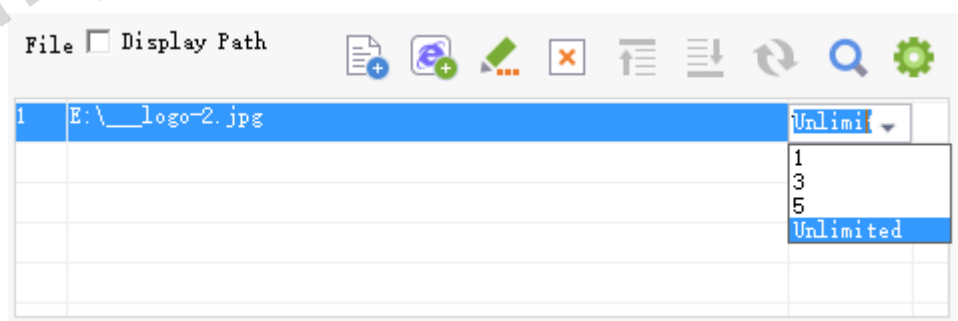
**Find:** find file(s) in the list

## Tips:

You can left-click the video or picture, and drag it to the blank area to insert file directly as the pictures shown below



**Unlimited:** After you insert pictures or videos, you will see **Unlimited** on the right column. It is for user to set play time, especially applying in advertising.



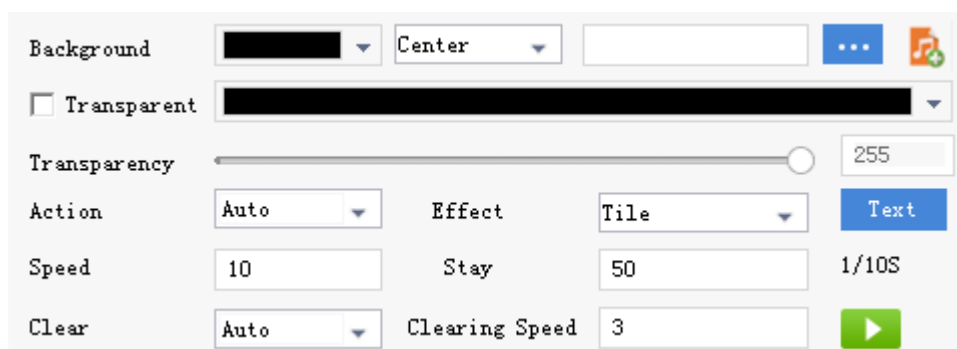
### 3.3.3.1.3. File Playing Settings

#### 3.3.3.1.3.1. Photo Playing Settings

**File Playing Settings:** settings for the selected file in the **File(s) Adding & Listing Window**

Note: All the settings only effect on the selected file





The screenshot shows the 'File Playing Settings' for pictures. It includes a 'Background' section with a color picker (black), a 'Center' dropdown, and a file selection button. Below this is a 'Transparent' checkbox and a color bar. The 'Transparency' section has a slider and a value of 255. The 'Action' section has a dropdown set to 'Auto', an 'Effect' dropdown set to 'Tile', and a 'Text' button. The 'Speed' section has a value of 10, a 'Stay' dropdown set to 50, and a '1/10S' indicator. The 'Clear' section has a dropdown set to 'Auto', a 'Clearing Speed' value of 3, and a green play button.

The above **File Playing Settings** is for **Pictures**.

**Background:** background color of **Showing Area**

**Center/Zoom/Stretch/Tile:** effects for background picture

**Background picture:** background picture for **Showing Area**

**Background music:** background music when playing the selected file

**Transparent:** Enable Transparent. The selected color will be filtered.

**Action:** how the pictures come in

**Effect:** zoom, stretch, center, tile

**Text:** add text

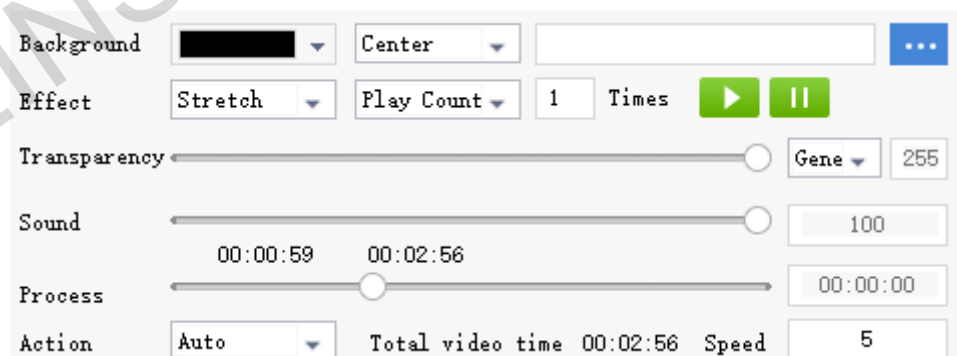
**Speed:** file coming in speed. The larger the value, the slower the speed

**Stay:** time duration for file to stay

**Clear:** how the file is cleared out

**Clr speed:** clear out speed. The larger the value, the slower the speed.

### 3.3.3.1.3.2. Video Playing Settings



The screenshot shows the 'Video Playing Settings'. It includes a 'Background' section with a color picker (black), a 'Center' dropdown, and a file selection button. Below this is an 'Effect' dropdown set to 'Stretch', a 'Play Count' dropdown set to 1, and a 'Times' indicator. The 'Transparency' section has a slider and a value of 255. The 'Sound' section has a slider and a value of 100. The 'Process' section has a slider and a value of 00:00:00. The 'Action' section has a dropdown set to 'Auto', a 'Total video time' indicator set to 00:02:56, and a 'Speed' value of 5. There are also play and pause buttons.

**Background:** background color of **Showing Area**

**Center/Zoom/Stretch/Tile:** effects for background picture

**Effect:** Stretch/ Center/Zoom effect



: test play

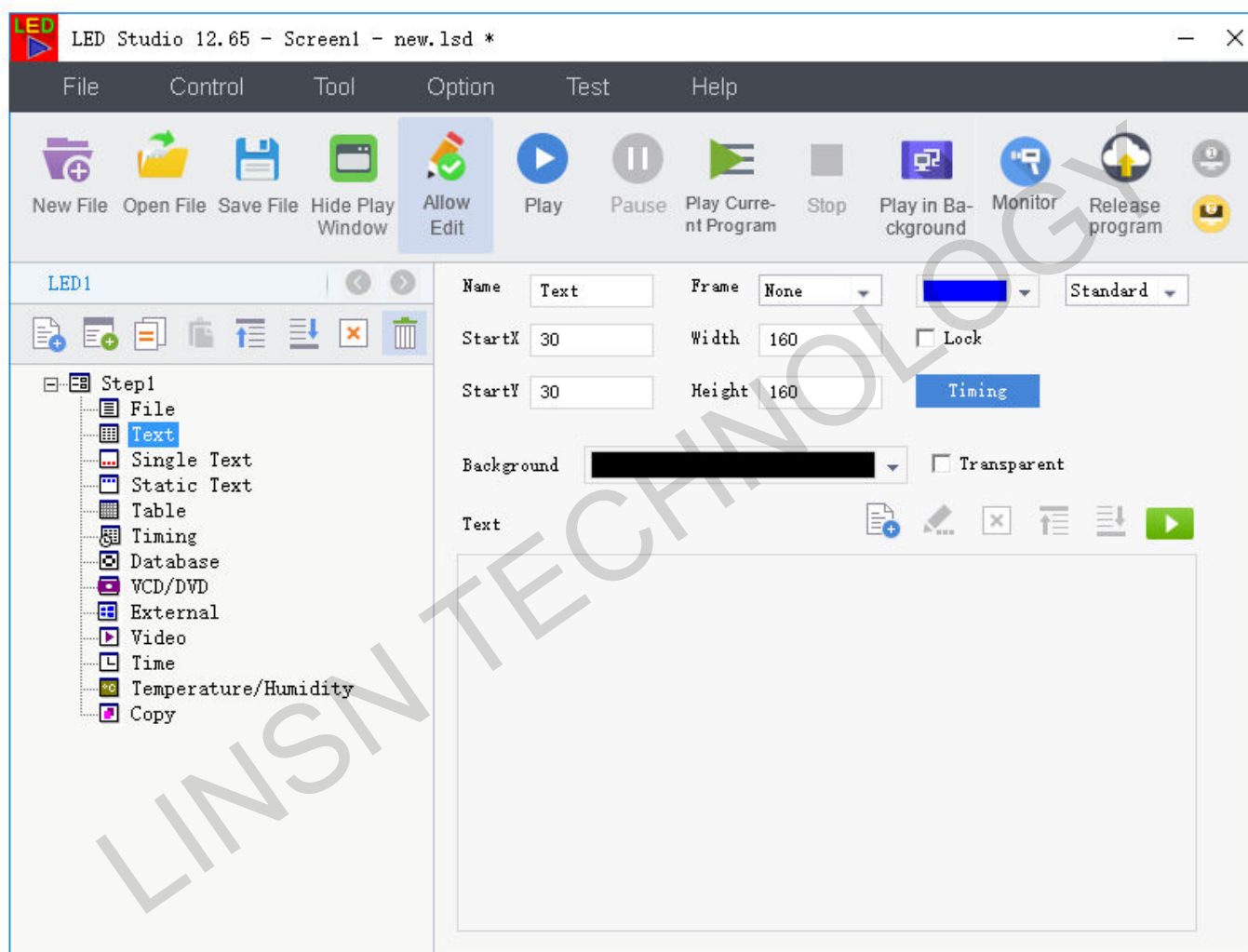
**Sound:** adjustment for the sound of the video, ranging from 0 to 100.

**Process:** show current playing time of video

**Action:** how video come in

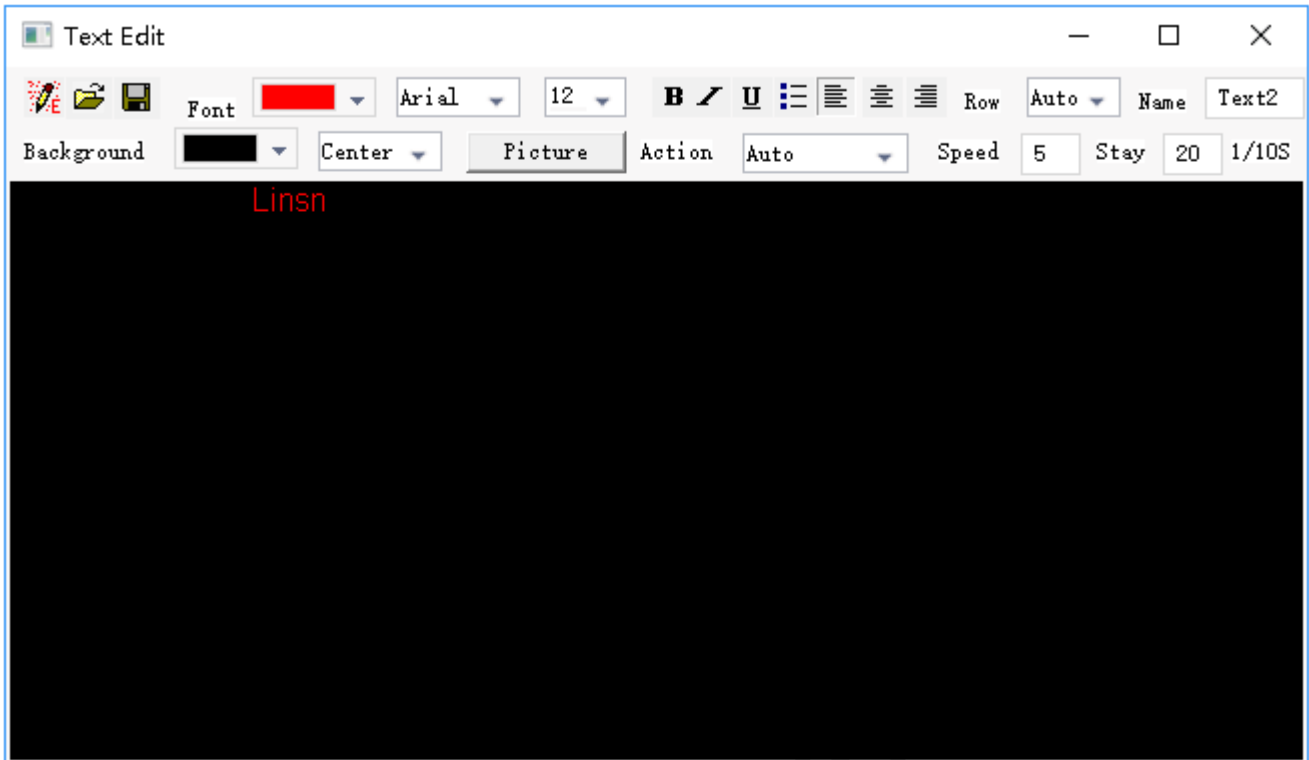
**Speed:** the coming in speed. The larger the value, the slower the speed


### 3.3.3.2. Text Window





**Transparent:** set the Showing Area background color to transparent






**Add Text** 




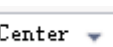
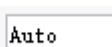
**Edit**  : show/hide the text window

**Open**  : open a .txt file

**Save**  : save as .txt file

**Font settings:** Font  Arial 12 **B** **I** U    

**Name:** default as Text

Background  Center  **Picture** Action Auto  Speed 5 Stay 20 1/10S

#### Background color

**Picture:** picture, background picture.

**Center/zoom/stretch/tile** effects for background picture

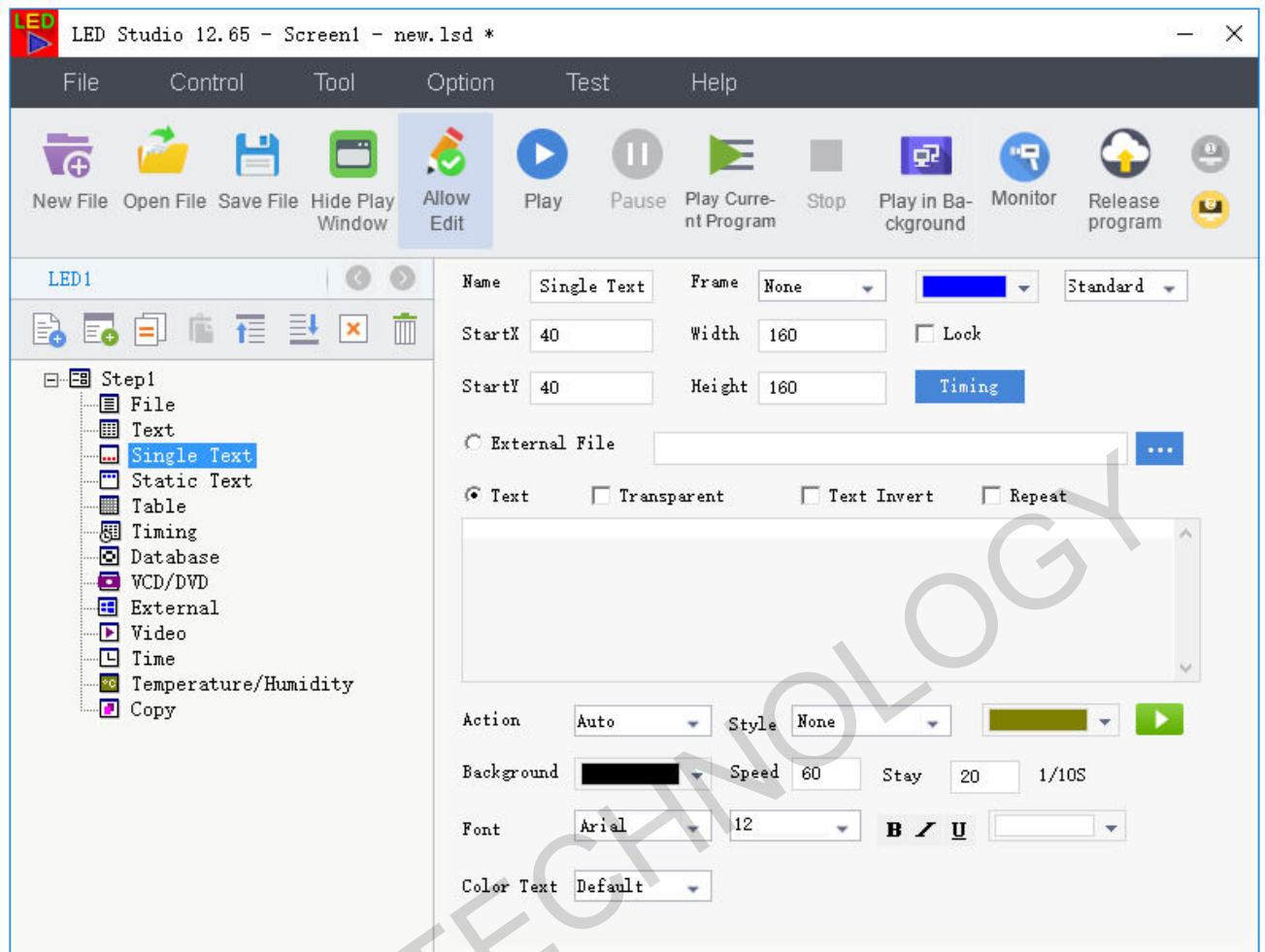
**Action:** action for background picture

**Speed:** background picture coming in speed. The larger value, the slower speed

**Stay:** time duration for background picture to stay

#### 3.3.3.3. Single Line Text Window

**Single line text window:** to play single line text window



**Transparent:** only work when **Showing Area** background color is Black. Set the black color to transparent and show the **Step background color** instead.

**External File:** open a .txt file

**Text:** input text

**Action:** how the text comes in **Showing Area**

**Style:** add effects to the text. And the color for the effect.



: test play

**Background:** background color for the text

**Speed:** Text coming in speed. The larger the values, the slower the speed

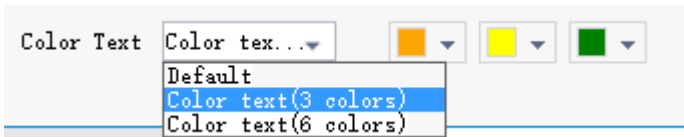
**Stay:** time duration for text to stay

**Font:** Font settings for text

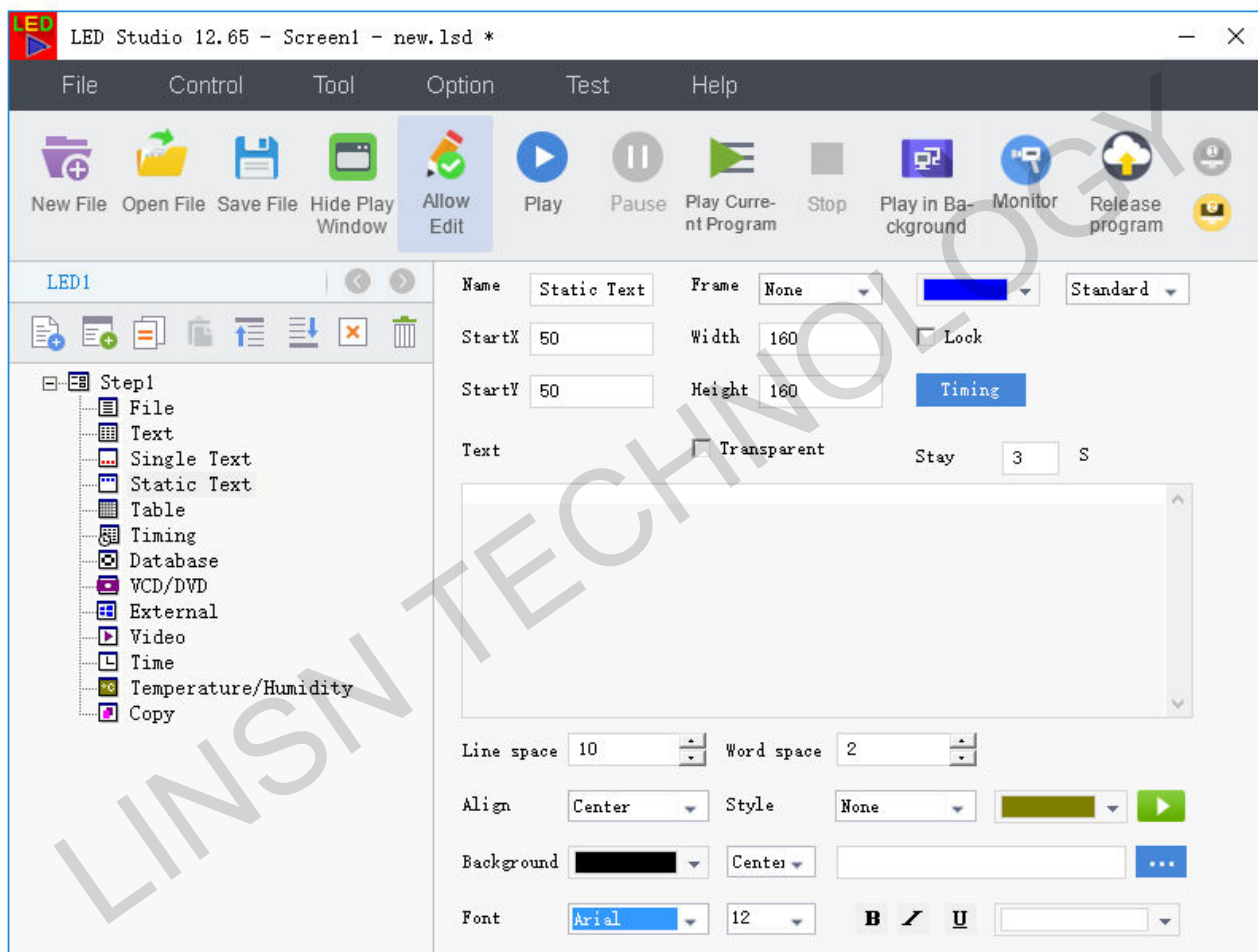
**Text invert:** abc ---- cba

**Repeat:** abc---abcbcabcbcabcb

**Color Text:** Set the text content in different color as the picture below, there are two modes: 3 colors and 6 colors.



### 3.3.3.4. Static Text Window



**Transparent:** only work when **Showing Area background color** is Black. Set the black color to transparent and show

**Step**

**Background color** instead.

**Text:** text input

**Line space:** space of text lines

**Word space:** space of neighboring words

**Align:** left/center/right/left & right

**Style:** add text effects and color of effect



: test play

**Background:**

Background            Center            ...

**Background color**

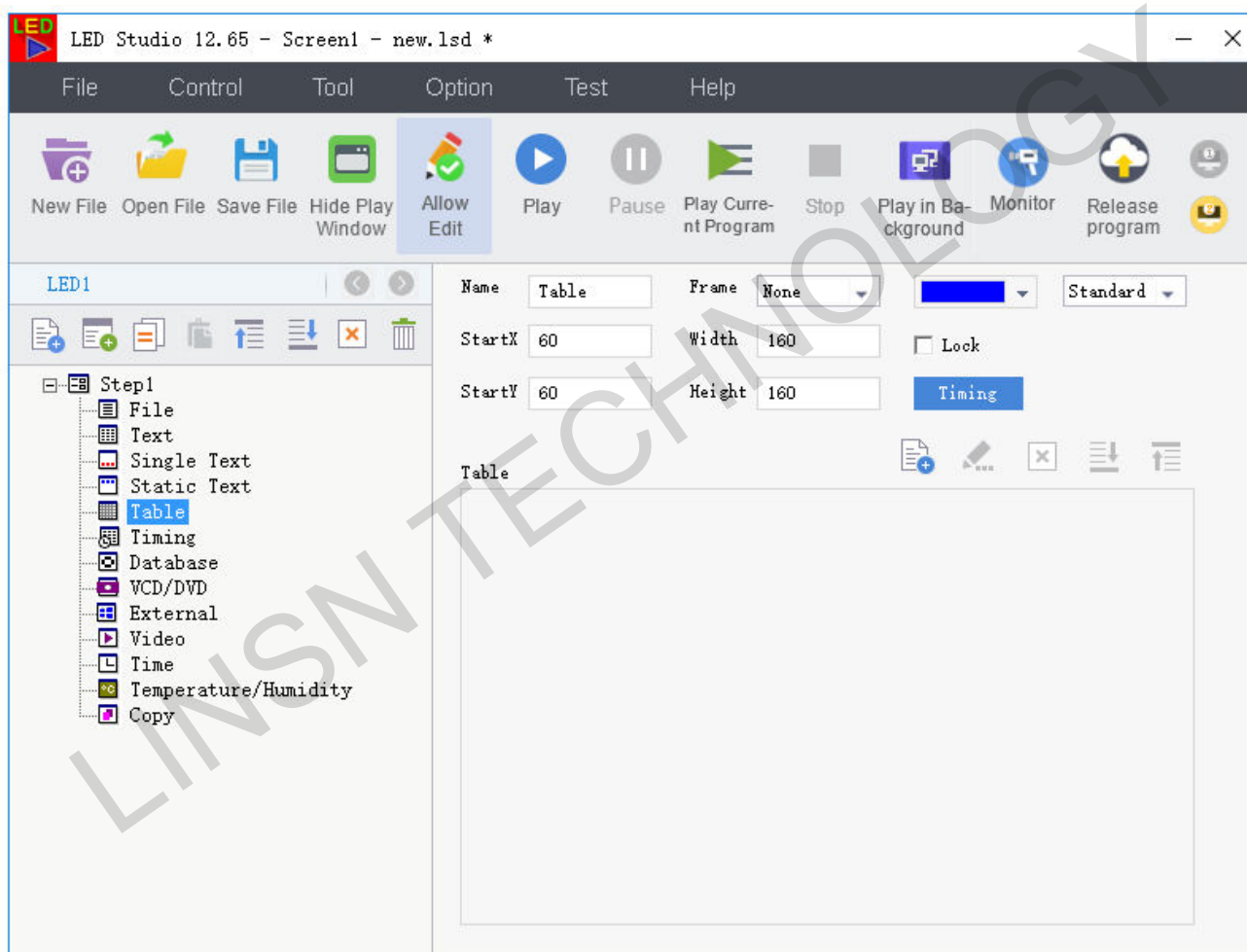
...: add background picture

Center/zoom/stretch/tile for background picture

**Font settings:**

Font Arial 12 **B** */* U           

### 3.3.3.5. Table Window



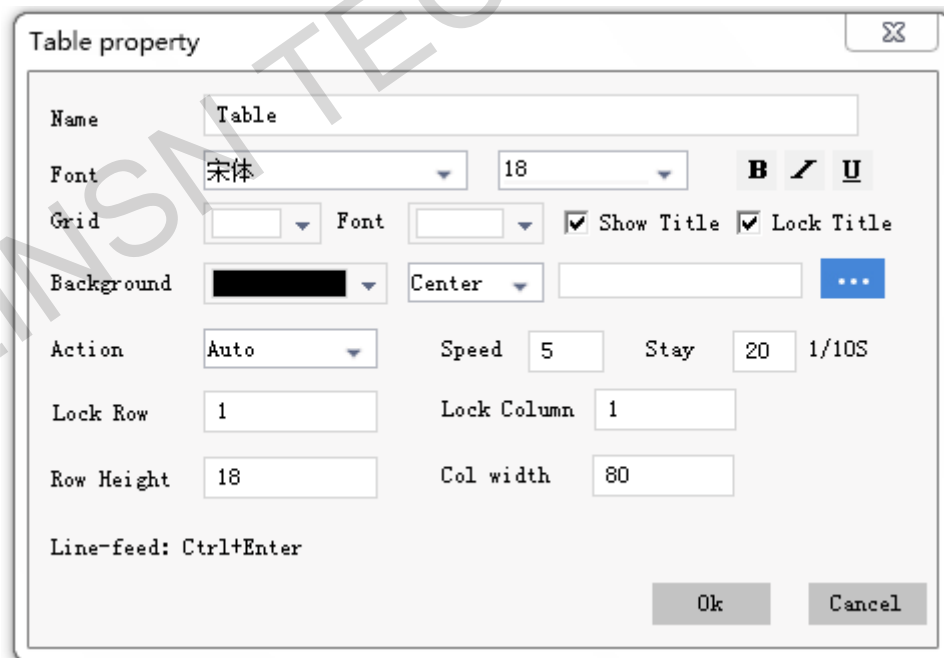
**Table Window:** Used for editing the play list data.

Add Table





Table Properties:



**Name:** Title name of the table

**Font settings:** Title font settings

**Grid:** the table grid color

**Font color:** title font color

**Show Title:** Show/hide Title

**Lock title:** when title is locked. Title stays still while Action effect taking place.

**Action:** table effects

**Speed:** table coming in speed. The larger the values, the slower the speed

**Stay:** time duration for table to stay

**Lock row:** for example, Lock Row 2, the second row will stay. This only works in Up/Down Action effects.

**Lock Column:** for example, Lock Column 2, the second column will stay. This only works in Left/Right Action effects.

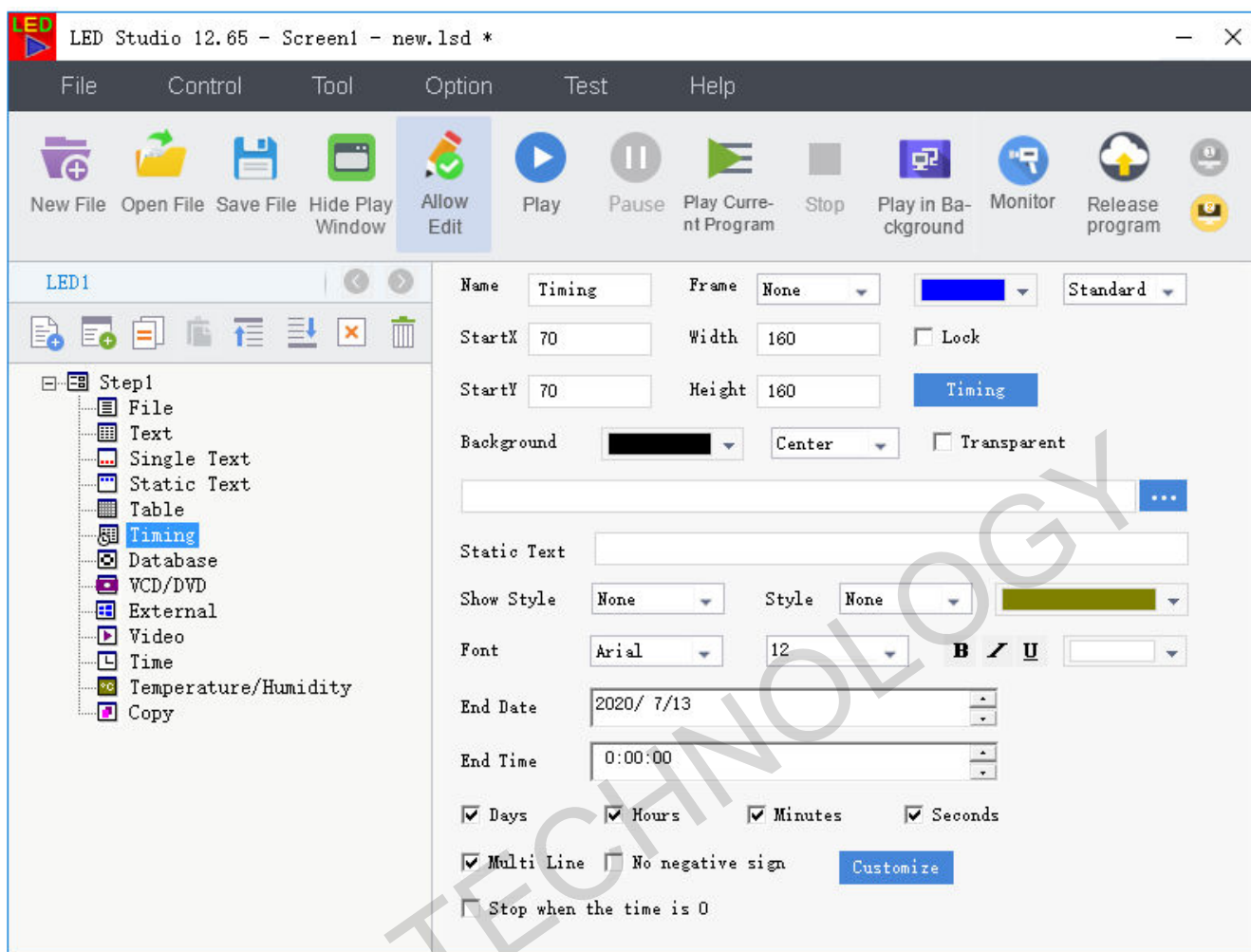
**Ctrl + Enter:** start a new line within a single table

	A	B	
1			
2	abc cde		
3			
4			
5			

### 3.3.3.6. Timer Window

**Timer window:** Used for countdown





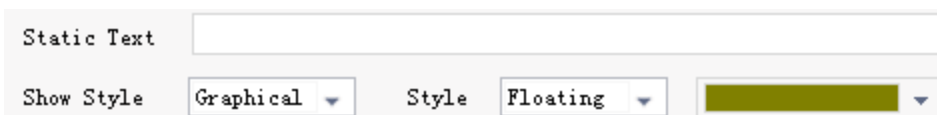
Background  Center

**Background:** background color for Timer

**Center/zoom/stretch/tile** for background picture

...: background picture for Timer

**Transparent:** only work when **Showing Area background color** is Black. Set the black color to transparent and show **Step background color** instead.

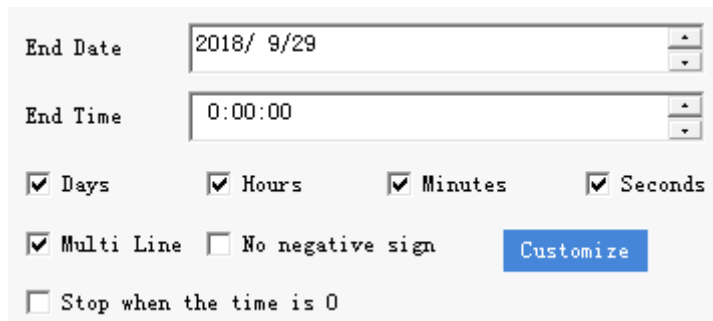


**Static Text:** text input

**Style:** add effects to text and color for effect

Font Traditiona 12 **B** *I* U ▾

Font settings for Text.



**End Date:** Date for timer to countdown to

**End Time:** Time for timer to countdown to

**Days/Hours/Minutes/Seconds:** show/hide when countdown

**Multi Line:** enable or disable multi line showing

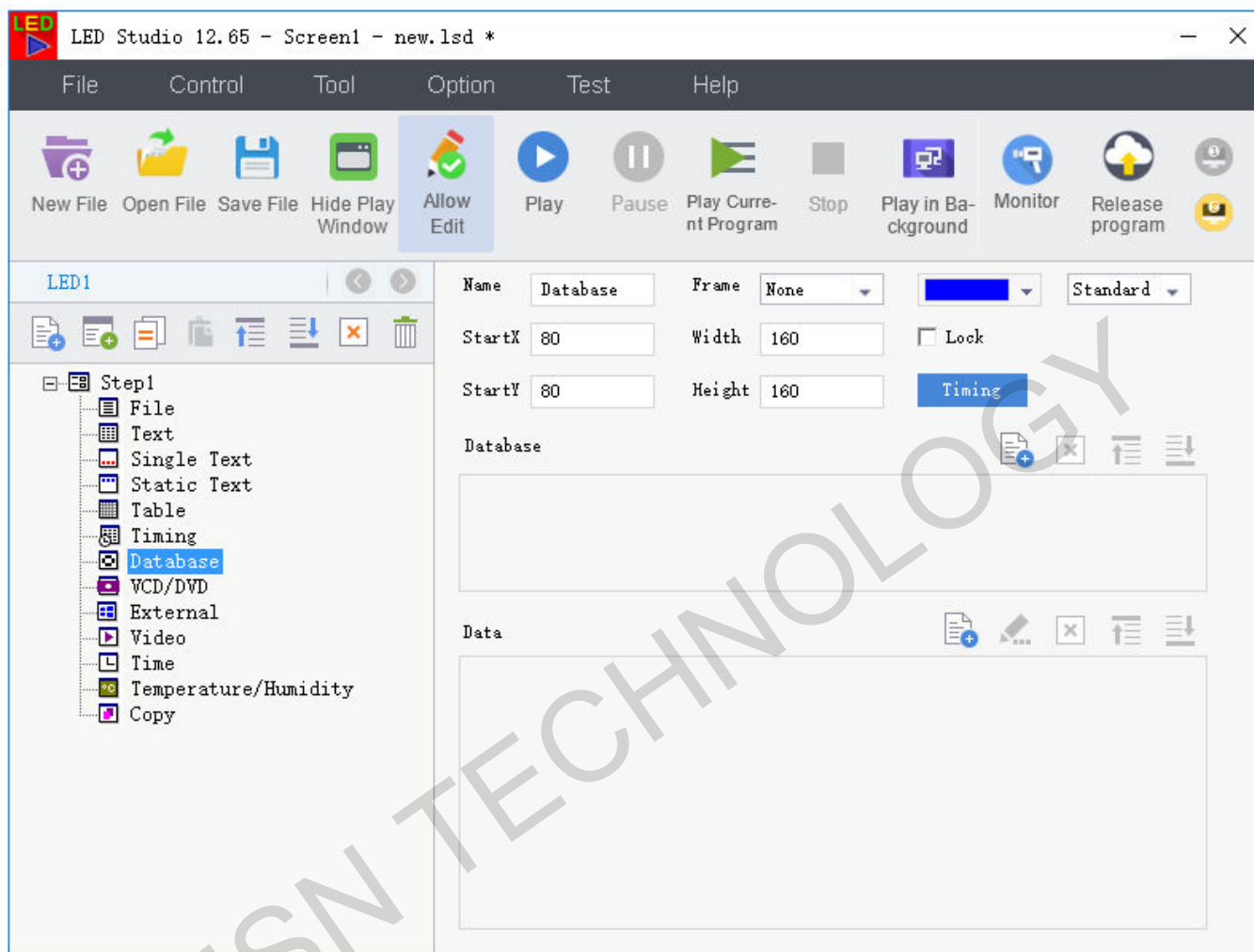
**No negative sign:** when countdown pass the End Time, do not show the – in the timer.

**Stop when the time is 0:** stop when Timer finish countdown

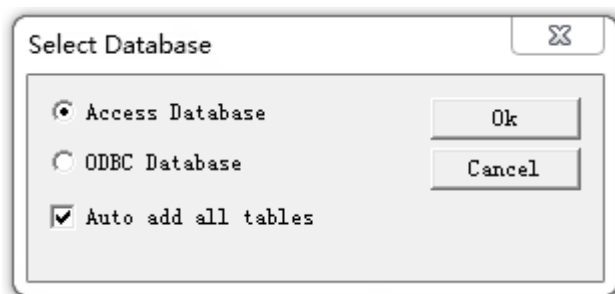
**Customize:** customize the time format for countdown

### 3.3.3.7. Database Window

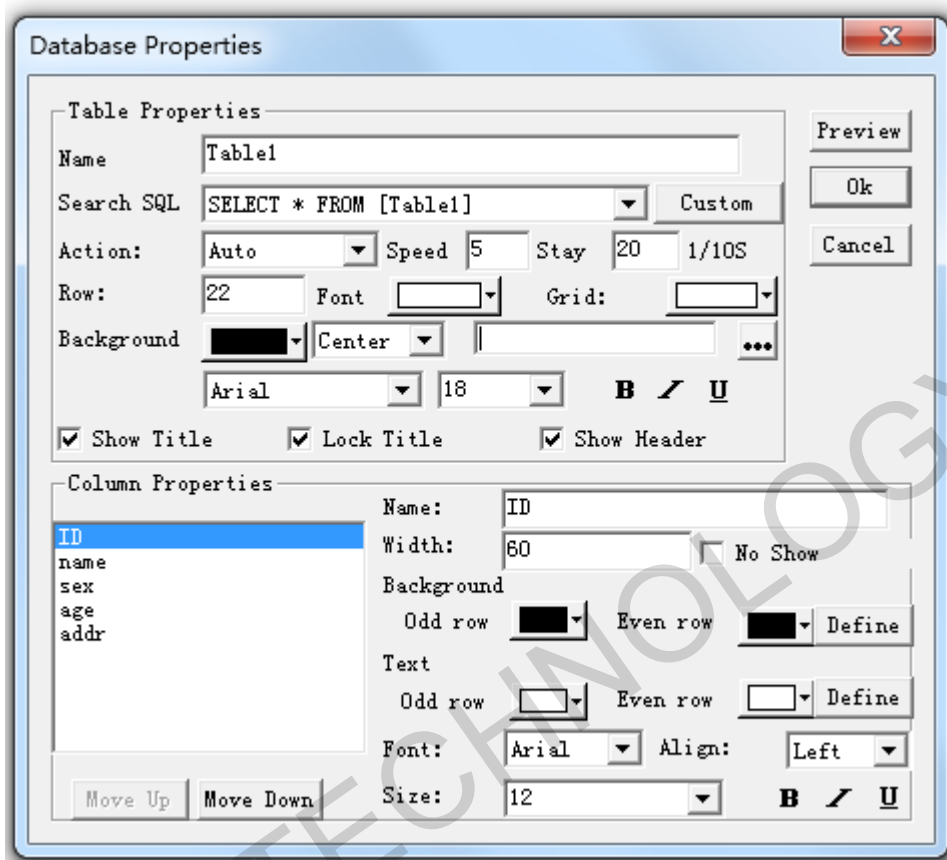
**Database window:** it is used to play ACCESS database and ODBC driver data base.



Add Database 



## Database Settings



**Database Properties**

**Table Properties**

Name: Table1

Search SQL: SELECT \* FROM [Table1] Custom

Action: Auto Speed 5 Stay 20 1/10S

Row: 22 Font: Arial Grid: 18

Background: Center

☒ Show Title ☒ Lock Title ☒ Show Header

**Column Properties**

ID

Name: ID

Width: 60

Background: Odd row (black) Even row (black) Define

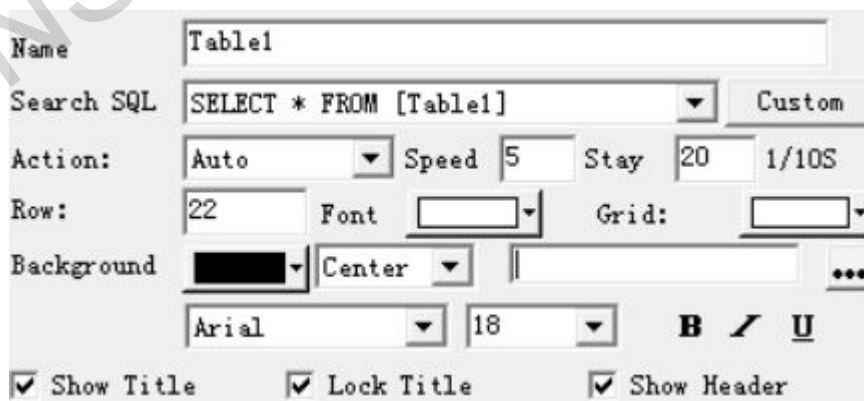
Text: Odd row (white) Even row (white) Define

Font: Arial Align: Left

Size: 12

☒ Bold ☒ Italic ☒ Underline

## Table Properties



**Table Properties**

Name: Table1

Search SQL: SELECT \* FROM [Table1] Custom

Action: Auto Speed 5 Stay 20 1/10S

Row: 22 Font: Arial Grid: 18

Background: Center

☒ Show Title ☒ Lock Title ☒ Show Header

**Find SQL:** select the database that you need

**Scripti-:** Scripting

**Action:** effects for how the table comes in **Showing Area**

**Speed:** table's coming-in speed. The larger the value, the slower the speed

**Stay:** time duration for table to stay

**Row** (in pixels): the height for a row

**Font:** Table1 color

**Grid:** table grid color

**Backgr:** background color of table

...: add background picture for table

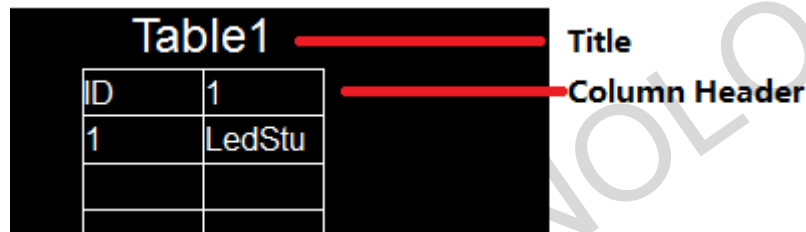
**Center/zoom/stretch/tile** for background picture

Font settings for Table1: Arial 18 **B** */*

**Show title:** hide/show Table title

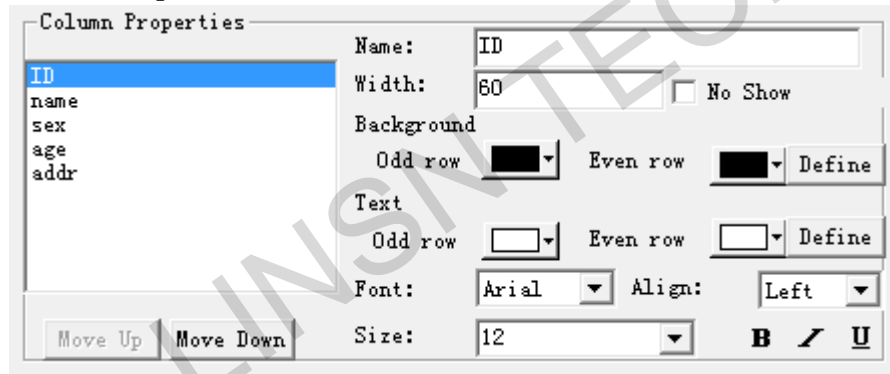
**Lock title:** when title is locked. Title stays still while Action effect taking place.

**Show header:** show/hide the **Column** header



ID	1
1	LedStu

## Column Properties



Column Properties

**ID** (selected)

name  
sex  
age  
addr

Name: ID

Width: 60 ☐ No Show

Background

Odd row   Even row   Define

Text

Odd row   Even row   Define

Font: Arial Align: Left


Size: 12 **B** */*

Move Up Move Down

**Name:** column name

**Width:** column width in pixels

**No Show:** hide the selected column



Background

Odd row   Even row   Define

Text

Odd row   Even row   Define

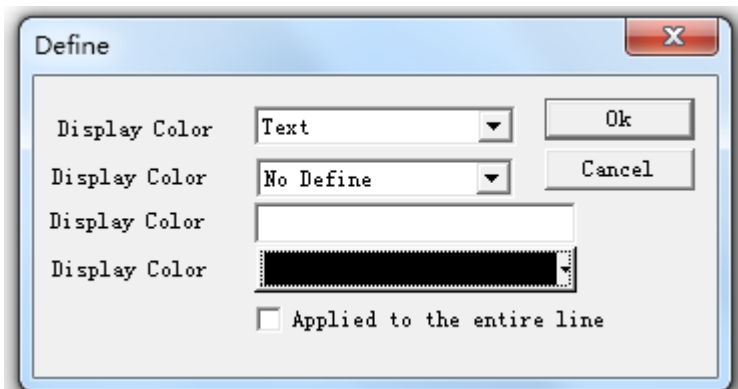
**Background odd:** background color of column header

**Background even:** background color of column data

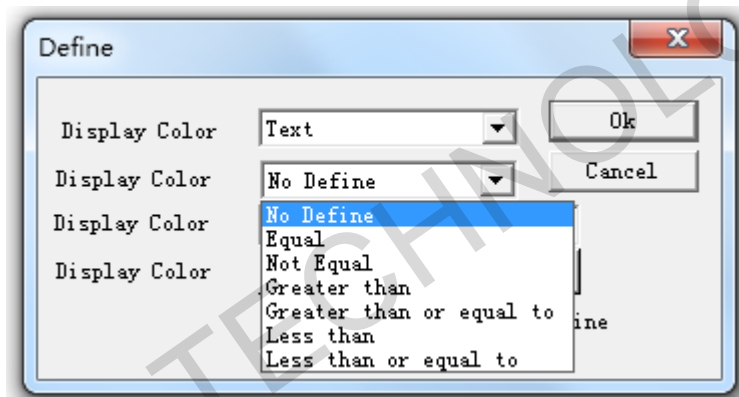
**Text odd:** column header font color

**Text even:** column data font color

**Define:** define a rule to apply color



The 'Define' dialog box has a title bar with a close button (X). It contains four 'Display Color' labels. The first two have dropdown menus with 'Text' and 'No Define' respectively. The third has an empty text input field. The fourth has a color selection box showing a black color. To the right are 'Ok' and 'Cancel' buttons. At the bottom is a checkbox labeled 'Applied to the entire line'.



The 'Define' dialog box is shown with a dropdown menu open for the second 'Display Color' field. The menu lists the following options: 'No Define', 'Equal', 'Not Equal', 'Greater than', 'Greater than or equal to', 'Less than', and 'Less than or equal to'. The 'Ok' and 'Cancel' buttons are visible to the right.

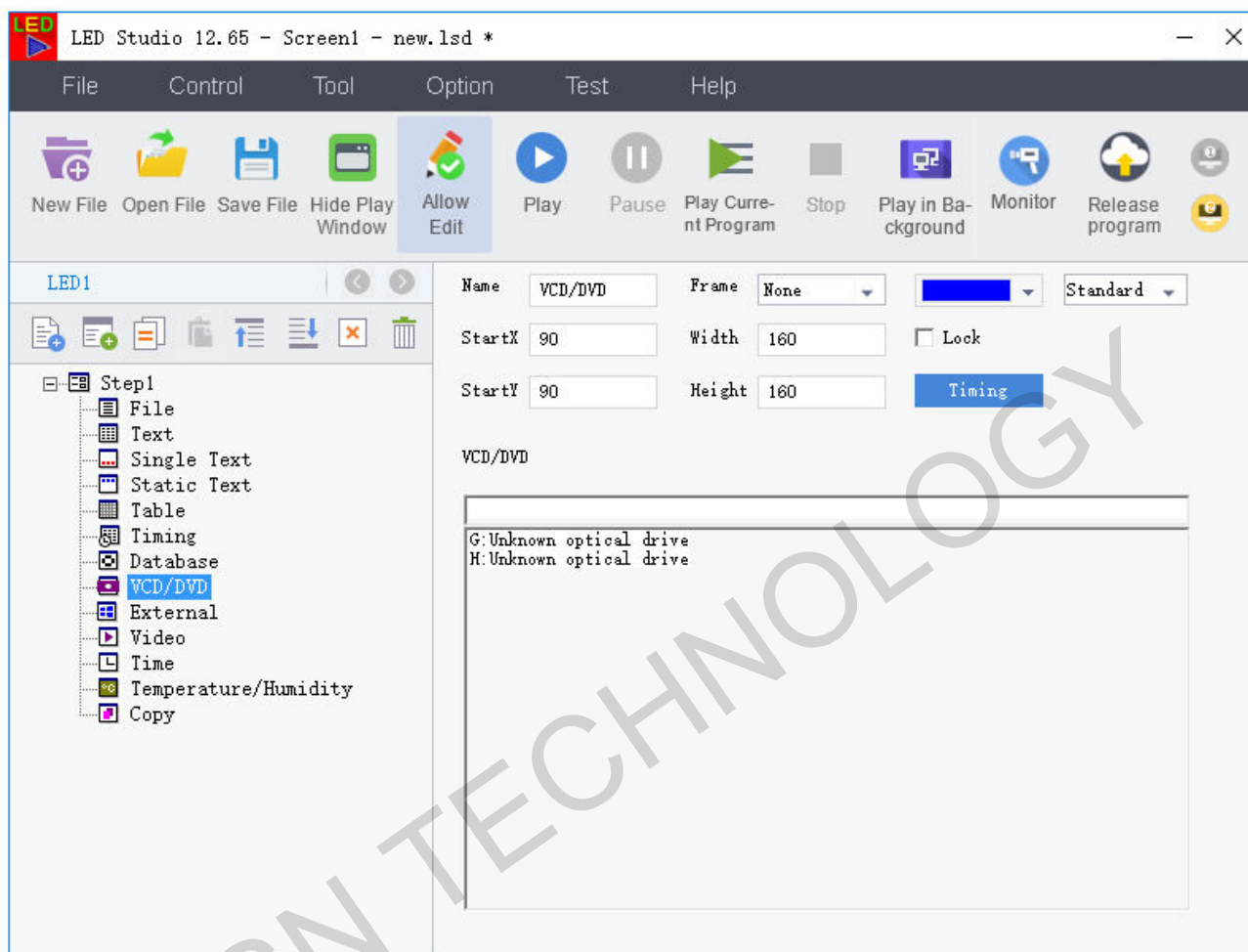
**Font settings of selected column:**



The font settings dialog box shows 'Font' set to 'Arial' and 'Align' set to 'Left'. The 'Size' is set to '12'. There are buttons for 'B' (Bold), 'I' (Italic), and 'U' (Underline).

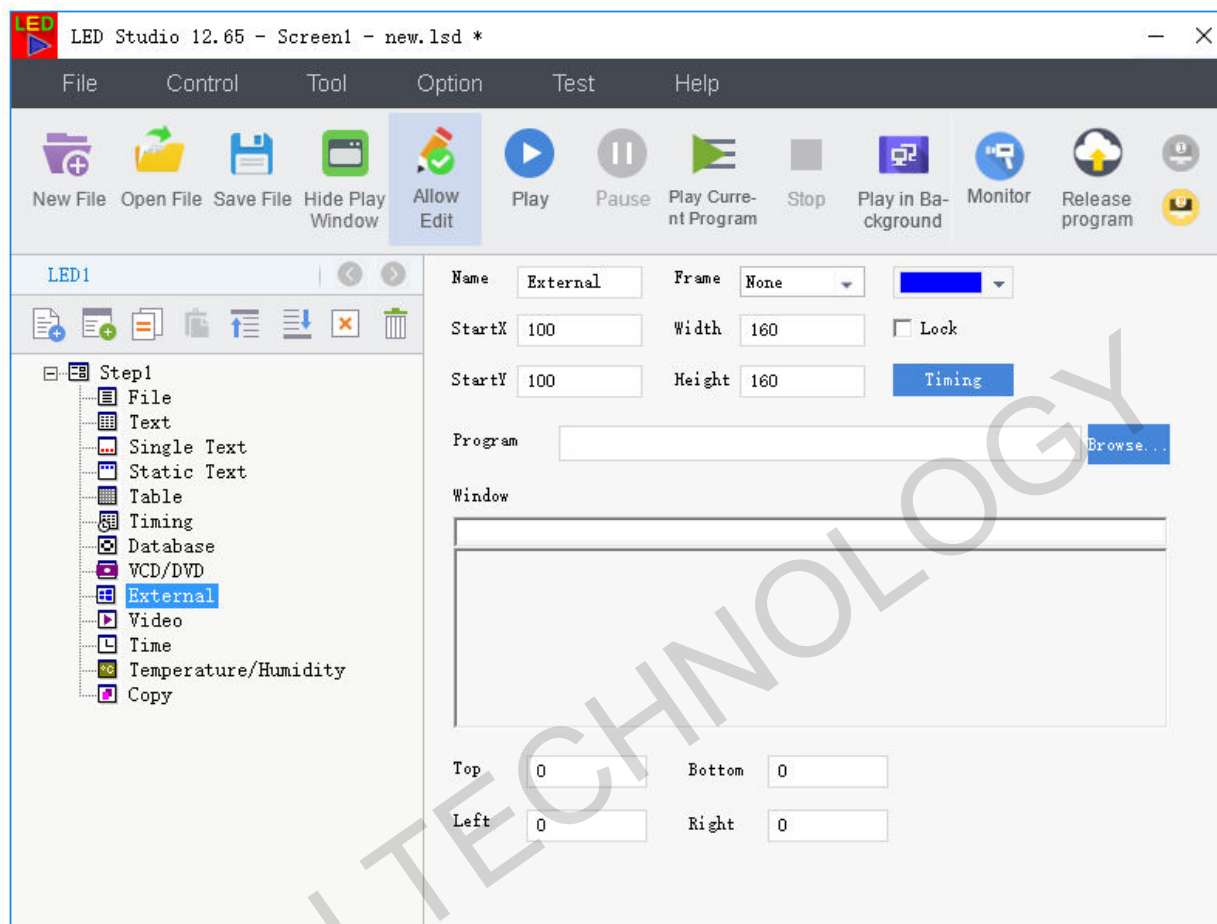
### 3.3.3.8. VCD/DVD Window

DVD/VCD window: play DVD/VCD in Showing Area



### 3.3.3.9. External Exe Window

**External Program Window:** run a .exe program inside Play Window



**Browse:** Browse to select an .exe program

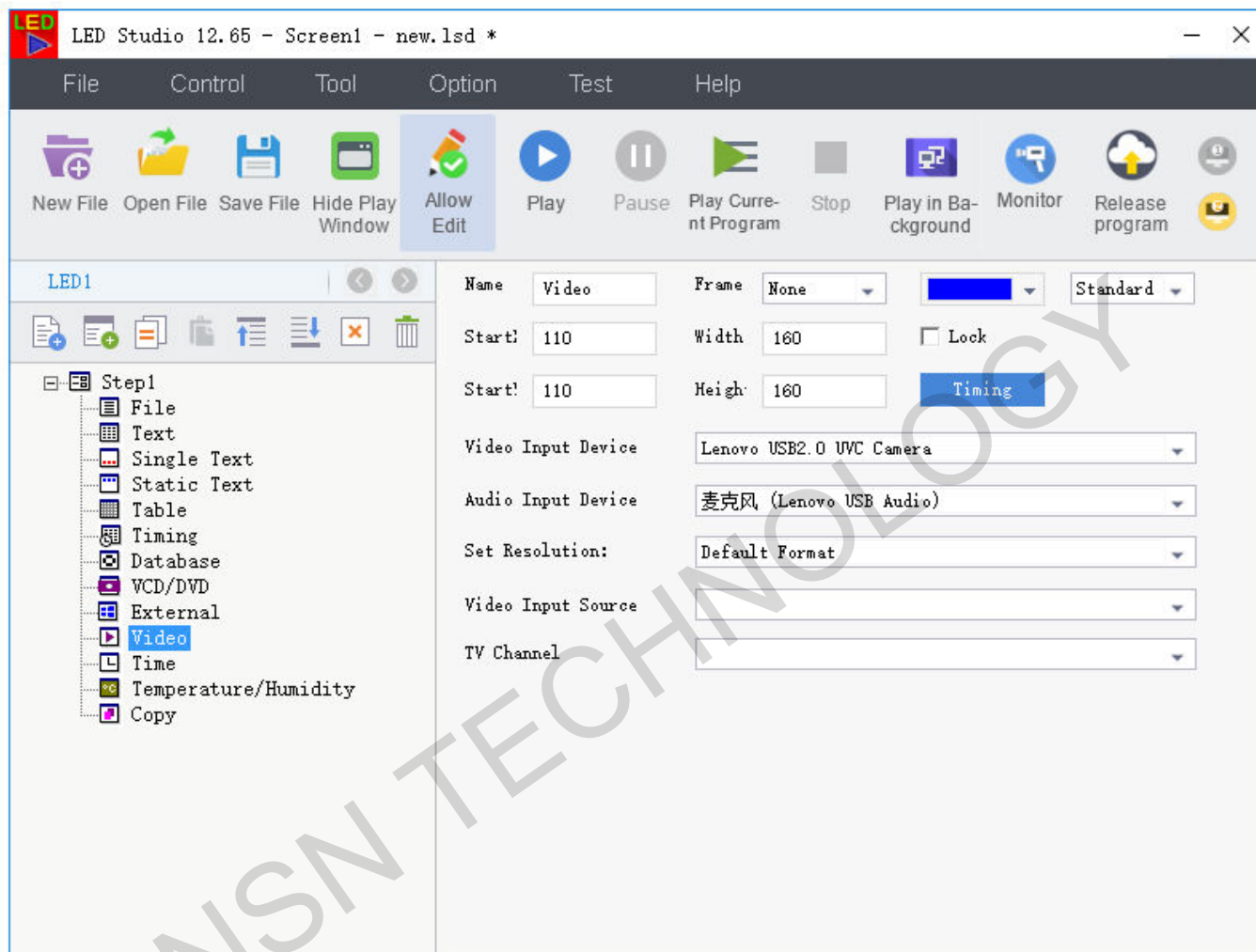
**Window Name:** Select an .exe listed to run in Play Window

**Top/Bottom/Left/Right Margin:** set the position of the .exe program

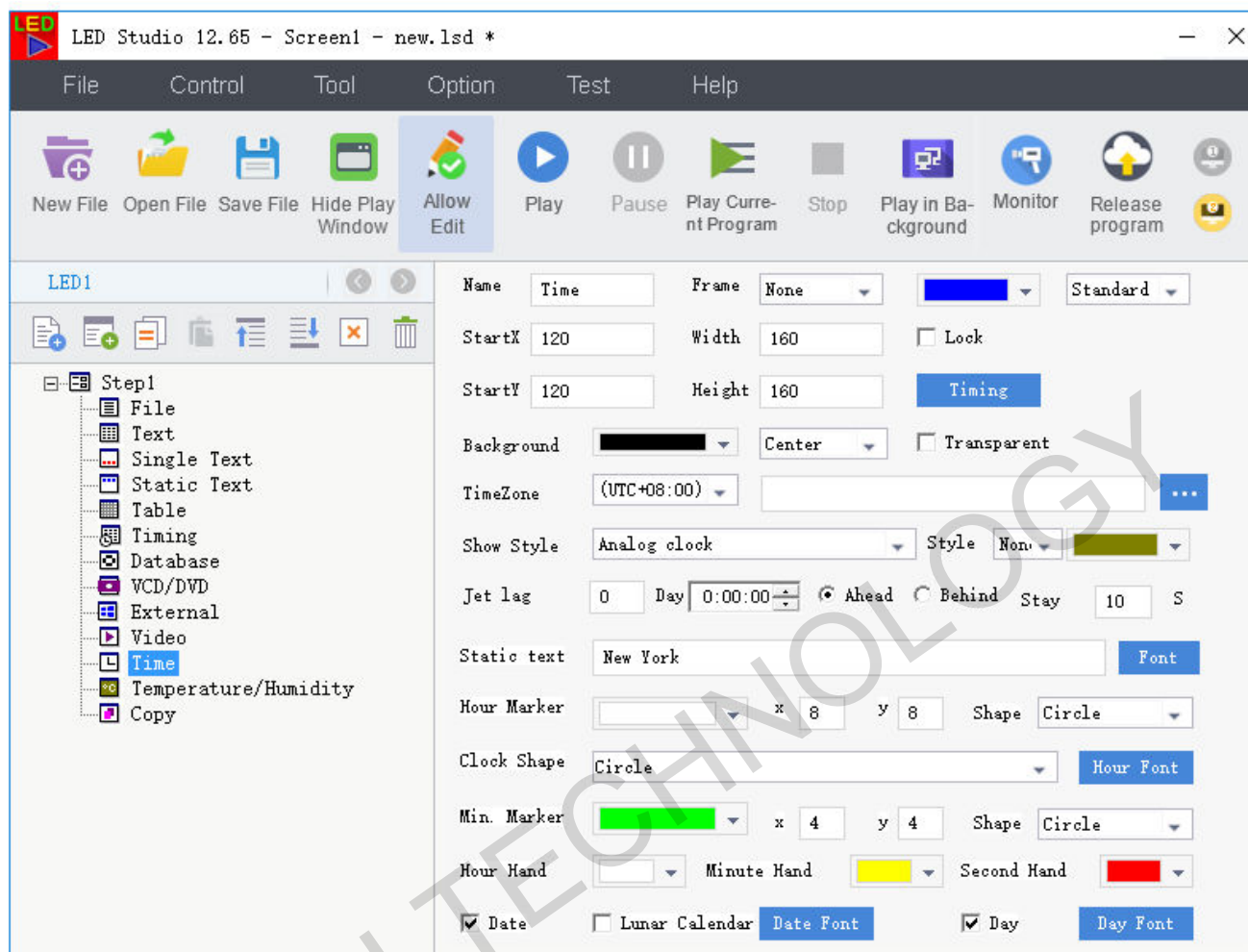


### 3.3.3.10. Video Window

**Video Window:** Read Video/audio source from capture card and show on Play Window. LEDStudio will detect which video/audio sources are available from the computer. Select a source and show on Play Window.



## 3.3.3.11. Date/Time Window



Background  Center  ☐ Transparent  
 TimeZone (UTC+08:00)

**Background color** for Time

**Center/zoom/stretch/tile** for background picture

TimeZone for time reference standard

...: background picture for Timer

**Transparent:** only work when **Showing Area background color** is Black. Set the black color to transparent and show **Step background color** instead.

Show Style Analog clock

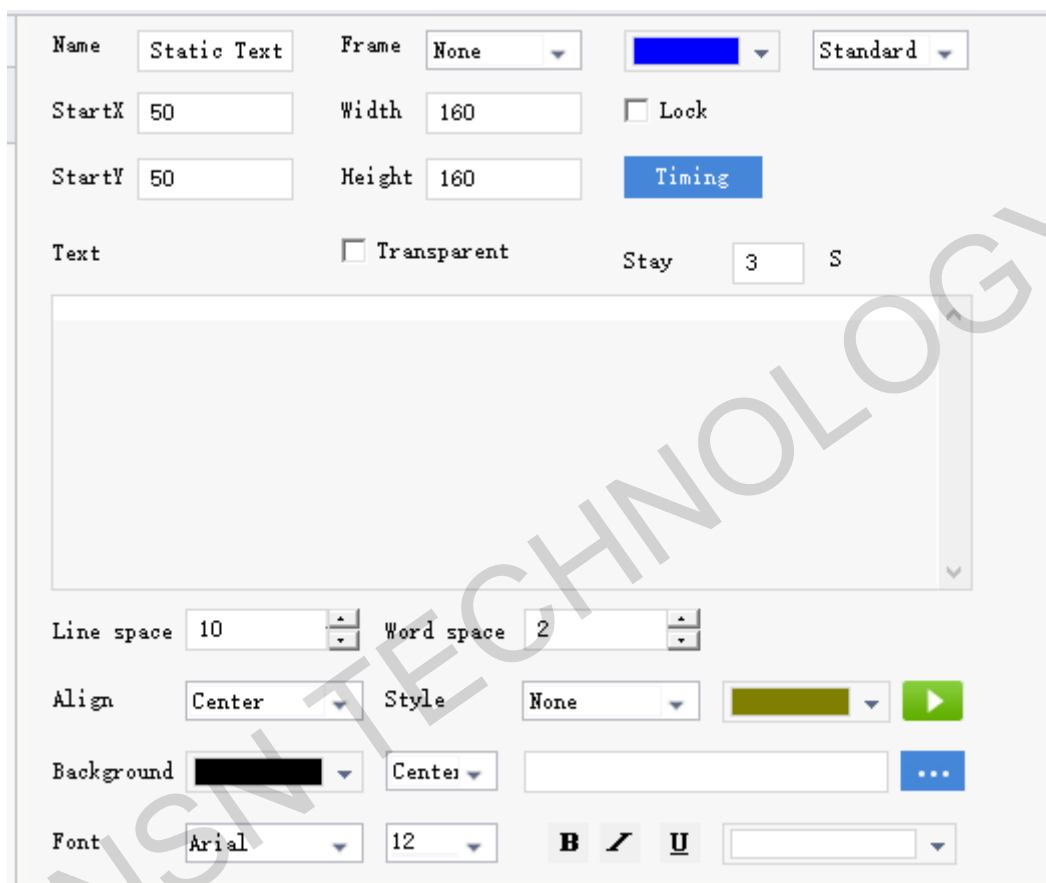
Style None

**Style:** Time style

**Style:** effects for Time (not for Analog clock) and effect color

Static text

**Static text:** text show together with Time



Name  Frame

StartX  Width  ☐ Lock

StartY  Height

Text ☐ Transparent Stay  S

Line space  Word space

Align  Style

Background  Center

Font

**Line space:** to adjust the space between two lines

**Word space:** to adjust the space between two words

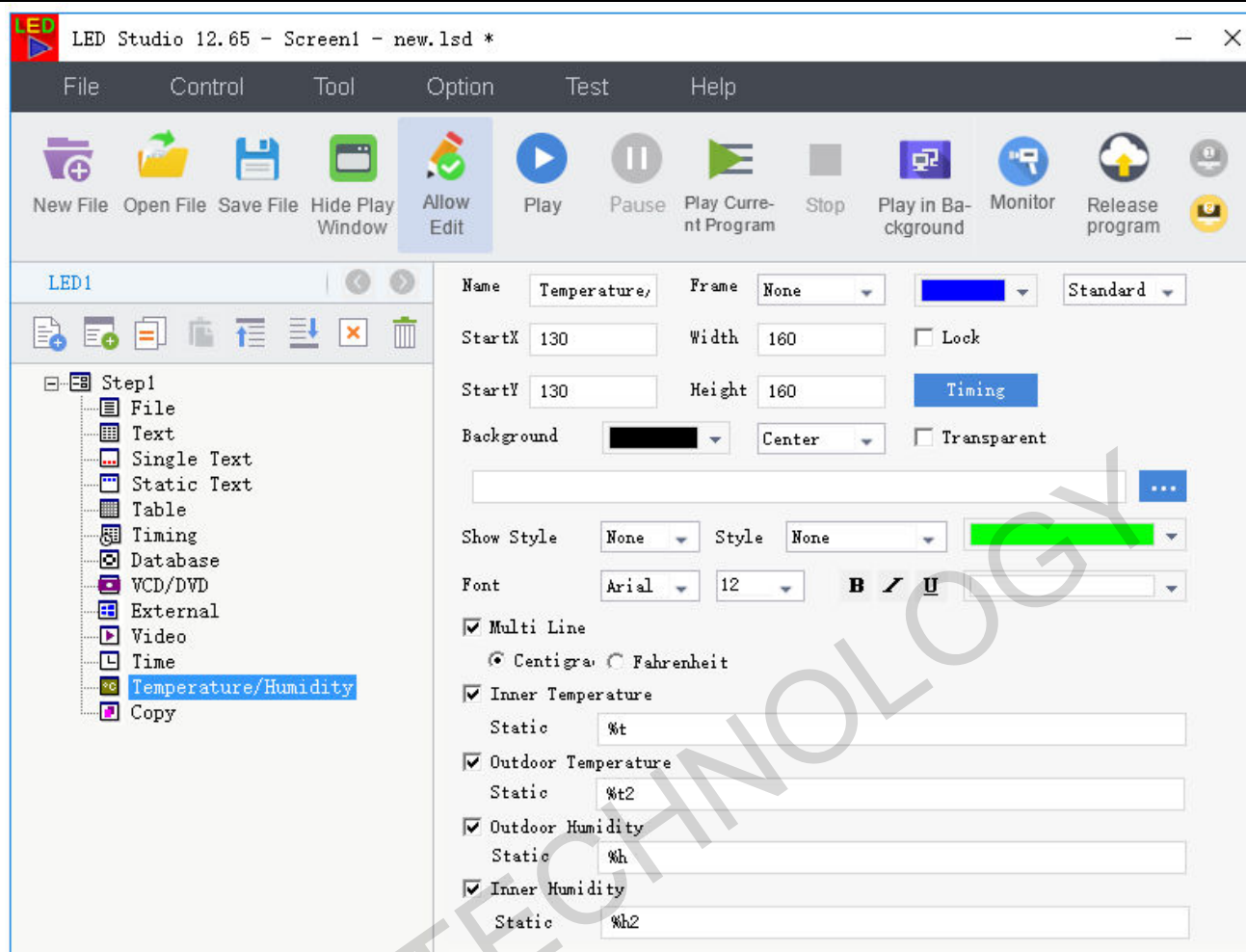
**Align:** left, right, center, left & right

**Style:** simple effect for the text

**Background:** to set color for the background

### 3.3.3.12. Temperature/Humidity Window

This is used to display temperature and humidity on LED screen.



**Background color:** background color of Temperature/Humidity

**Center/zoom/stretch/tile** for background picture

...: background picture for Temperature/Humidity

**Transparent:** only work when **Showing Area background color** is Black. Set the black color to transparent and show **Step background color** instead.



**Style:** add effects to text and color for effect



Font settings for Text.

**Multi-line:** show between multiple lines and single line

☒ Multi Line

☒ Centigrade ☐ Fahrenheit

Show temperature in different unit

☒ Inner Temperature  
Static

☒ Outdoor Temperature  
Static

☒ Outdoor Humidity  
Static

☒ Inner Humidity  
Static

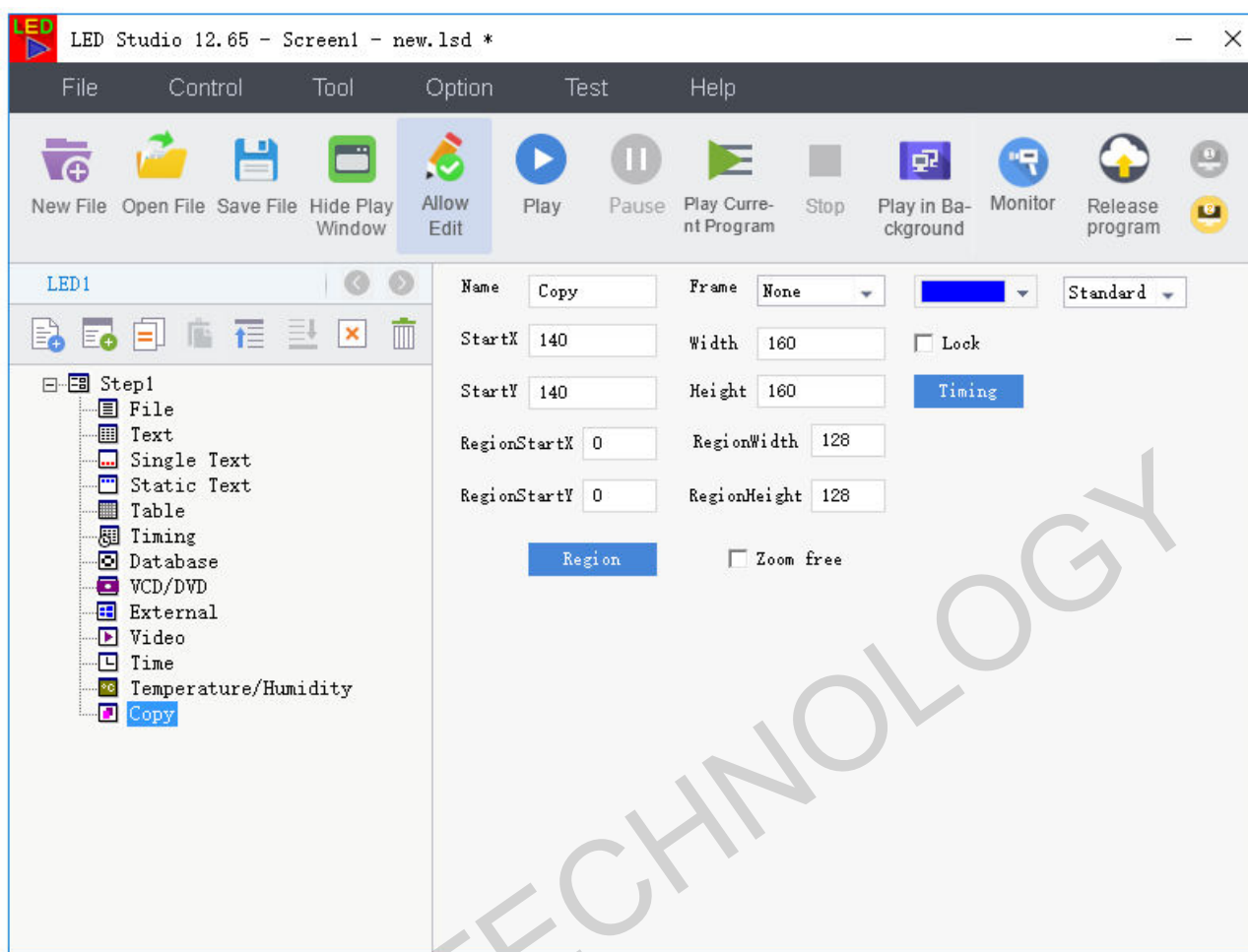
Add text before/after Temperature/Humidity Value

### 3.3.3.13. Copy Window

Start X, Start Y: set position of Copy Window

Width, Height: set size of Copy Window


Frame Extracting: for example: Per 10 extracting 5 pixels means in every 10 pixels, extract the last 5 pixels.



### 3.3.4. Save Program


Click saving button  or click File Menu, then the file can be saved.

### 3.3.5. Play Program

: Play from the first program

**Tips:** After you click play button, the play  will be changed into an update button .

And you can edit the program while the videos/pictures are playing.

: Play current program

: Pause



: Stop

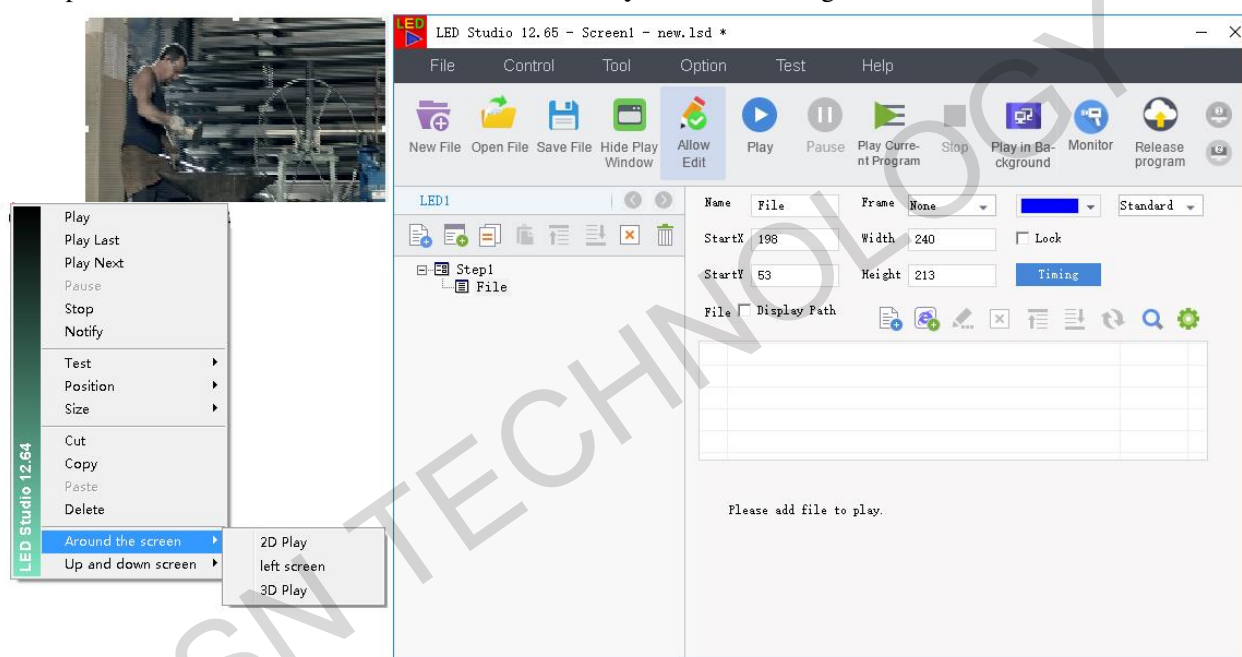


: To play .lsd file a saved before.

## 3.4. 3D Display

Load and open the 3D video source in LEDStudio, right-click on the video-> choose **Around the screen** or **Up and down screen** according to your video.

For example, choose **Around the screen** and select **3D Play** for the following video.



After choosing the **3D Play** effect, a 3D video would be generated through LEDstudio's algorithm as follow.




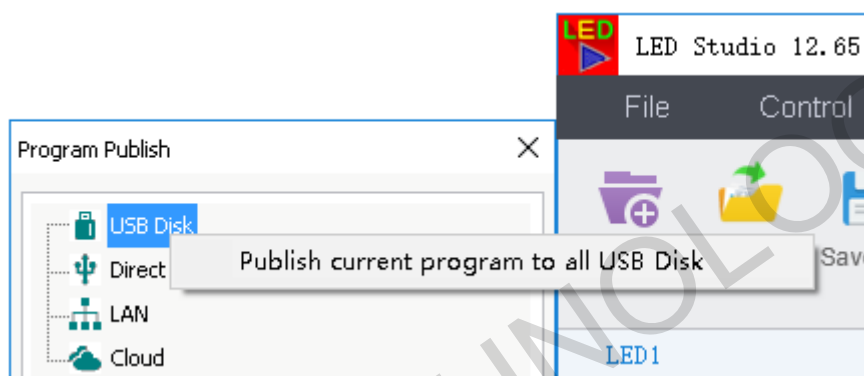


## 3.5. Release program for L series

### 3.5.1. Sending Program via USB Flash Drive

Step1. Connect USB flash drive to the PC installed with LEDStudio

Step2. Make a program (refer to 3.3.3.1. ), right-click on [USB disk]  and click [Publish current program to all USB Disk]. The program will be copied to the USB flash drive automatically.



Step3. Connect USB flash drive saved with content to L1, wait until the progress finishes, and L1 will play program automatically on the LED screen

### 3.5.2. Releasing Program over Network

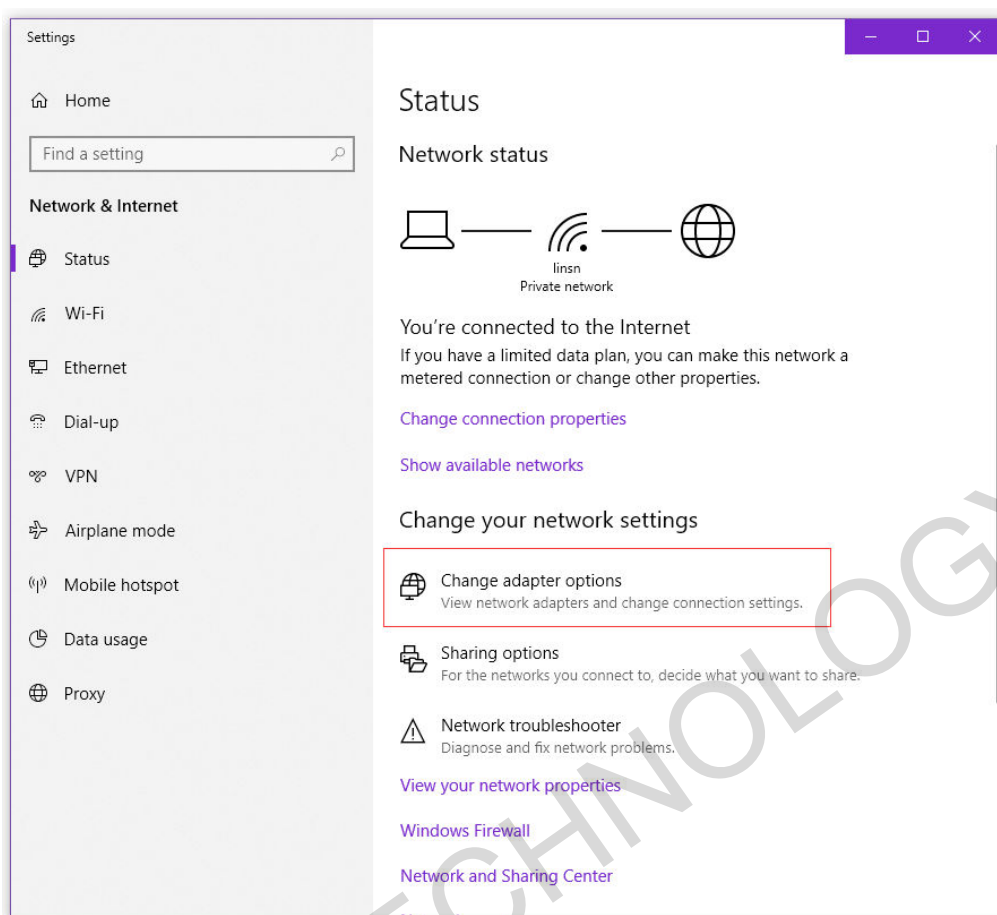
#### 3.5.2.1. Releasing Program with LAN cable

##### 3.5.2.1.1. Obtain IP address automatically

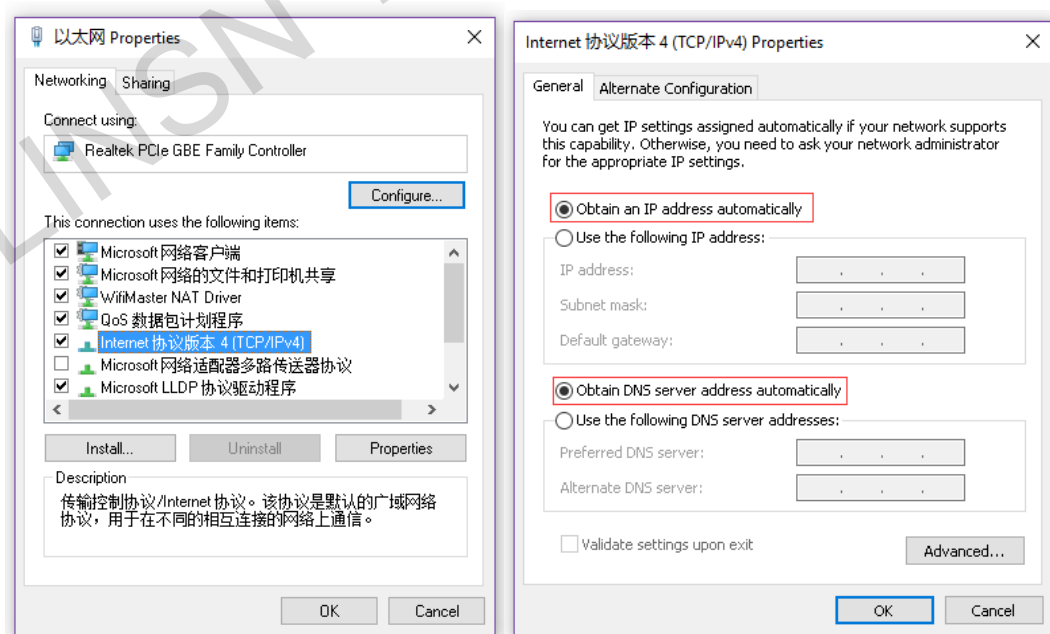
**Step1.** Connect a LAN cable between PC and the device (L series), power on the device


**Step2.** Enter [Networking & Internet Settings] on your PC>click [Change adapter options]





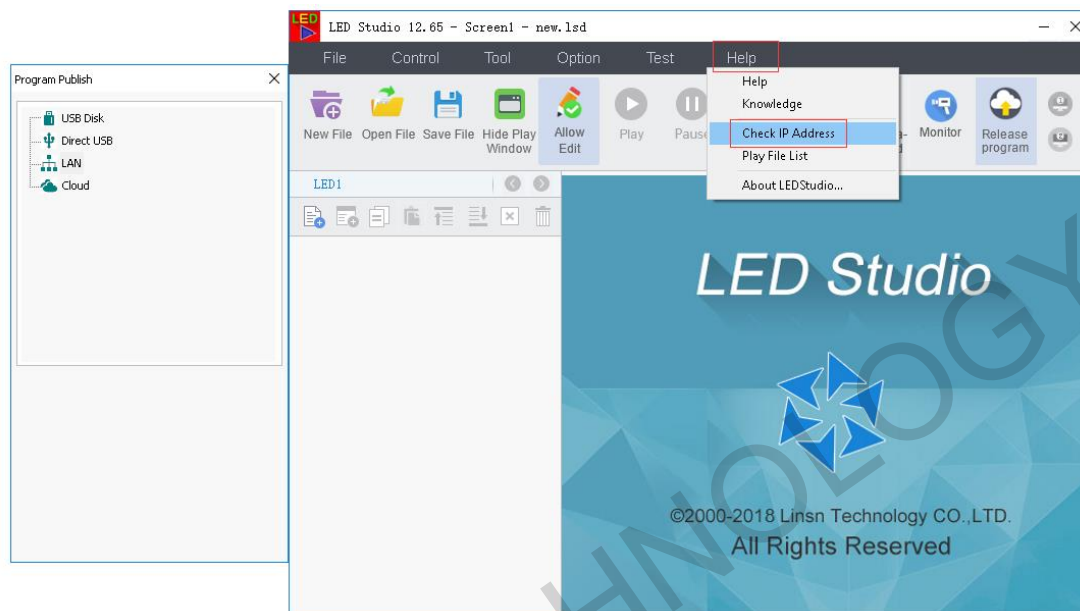



>right-click on **[Ethernet]** icon and choose **[Properties]** > double-click **[IPv4 option]**> check **[Obtain an IP address automatically]**, **[Obtain DNS server address automatically]**

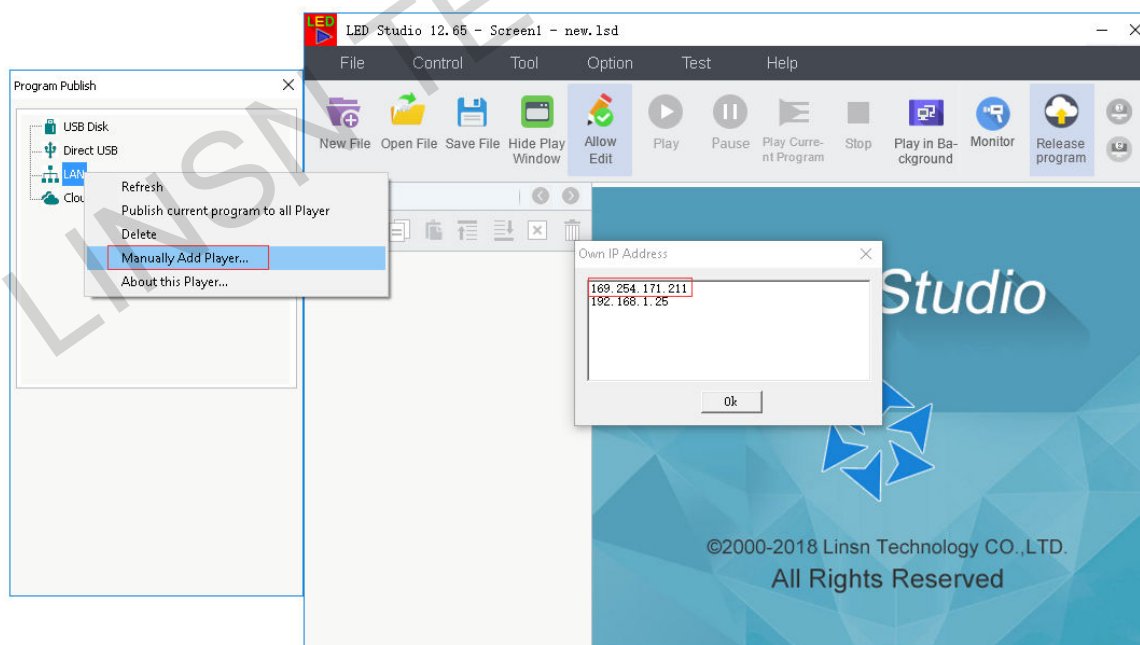


Step3. Open LEDStudio>click [**Release program**] >wait few secs (within 20 secs if this is the first time), the device  will show automatically, if not, please enter the IP address manually:

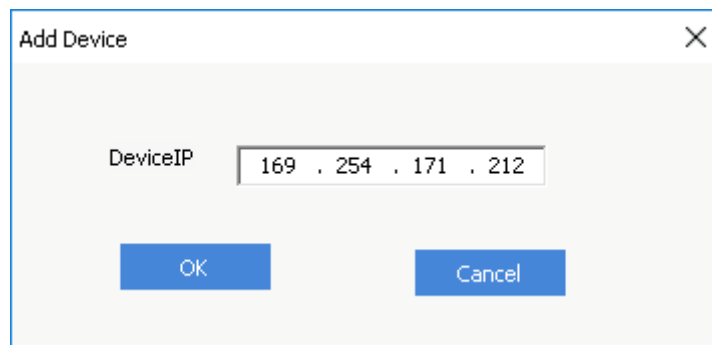
If there is no  showing under [**LAN**] option  on the left interface, please add IP address manually: click [**Help**]> click [**Check IP Address**]



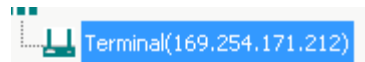
> right-click on [**LAN**]  > choose [**Manually Add Player...**]



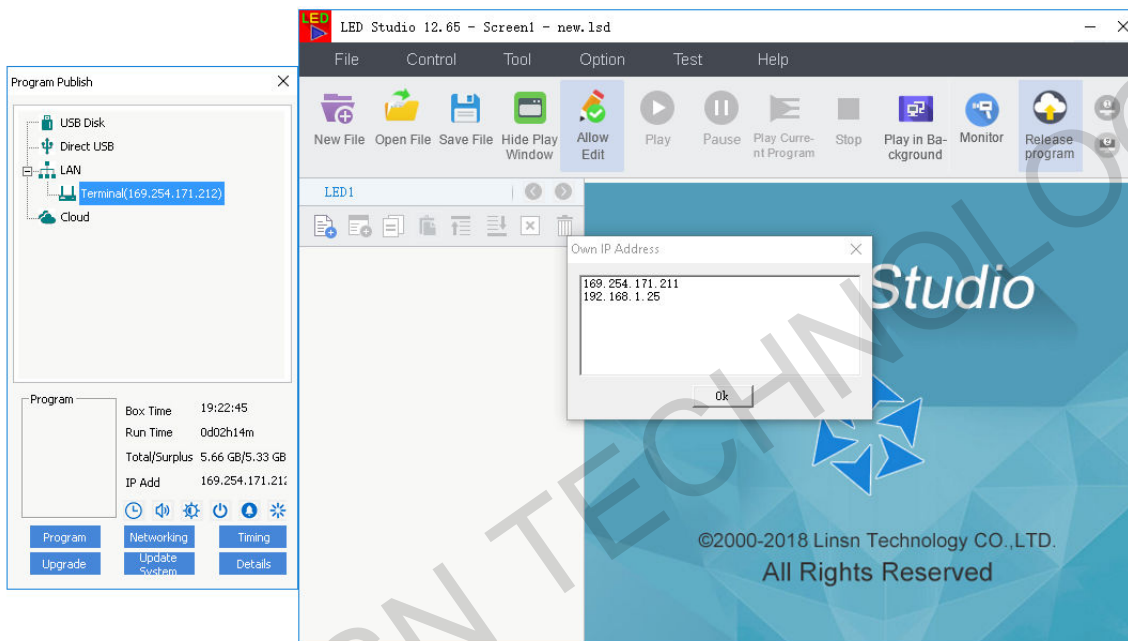
> Input IP address depending on the one you have checked, for example, the IP is 169.254.171.211, so the one you should input is 169.254.171.212(the last digit should plus one compared to the one you checked)



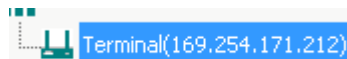
>click [OK] after input the IP address, and you will see the



appears



Step4. Make a program in the LEDStudio> right-click on



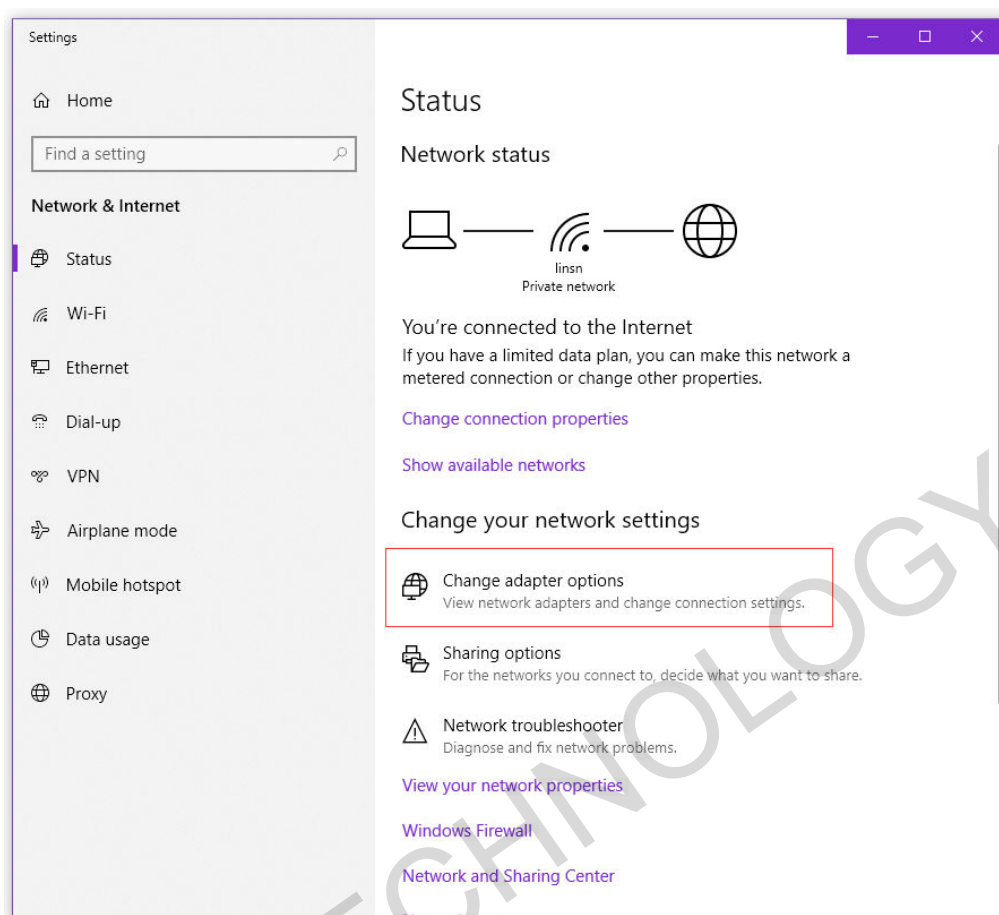
choose [**Publish current program to the selected player**]

And wait until the progress finishes, and L1 will play program automatically to the LED screen

### 3.5.2.1.2. Set a specific IP address

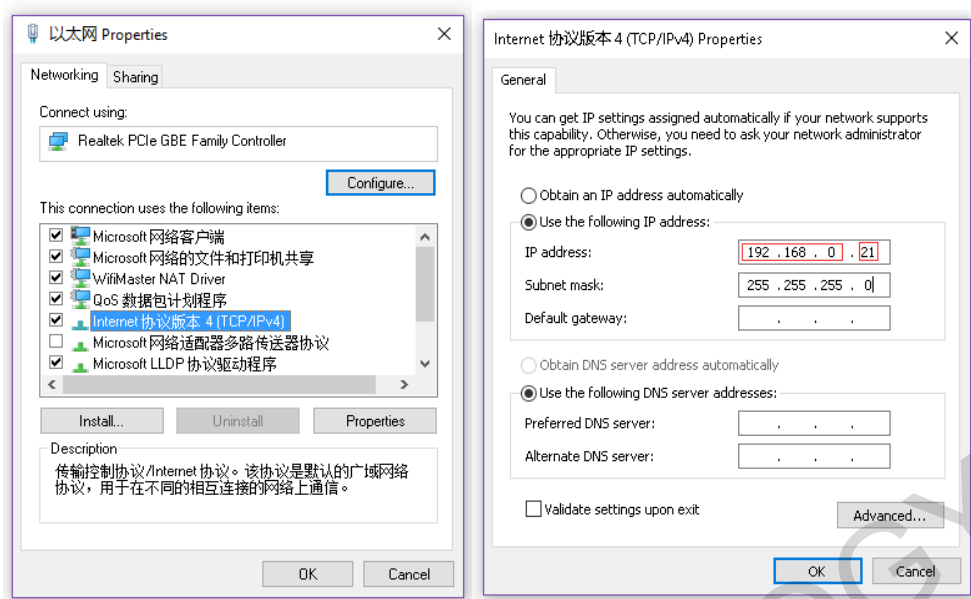
**Step1.** Connect a LAN cable between PC and the device, power on the device


**Step2.** Set an IP address: enter [**Networking & Internet Settings**] on your PC>click [**Change adapter options**]

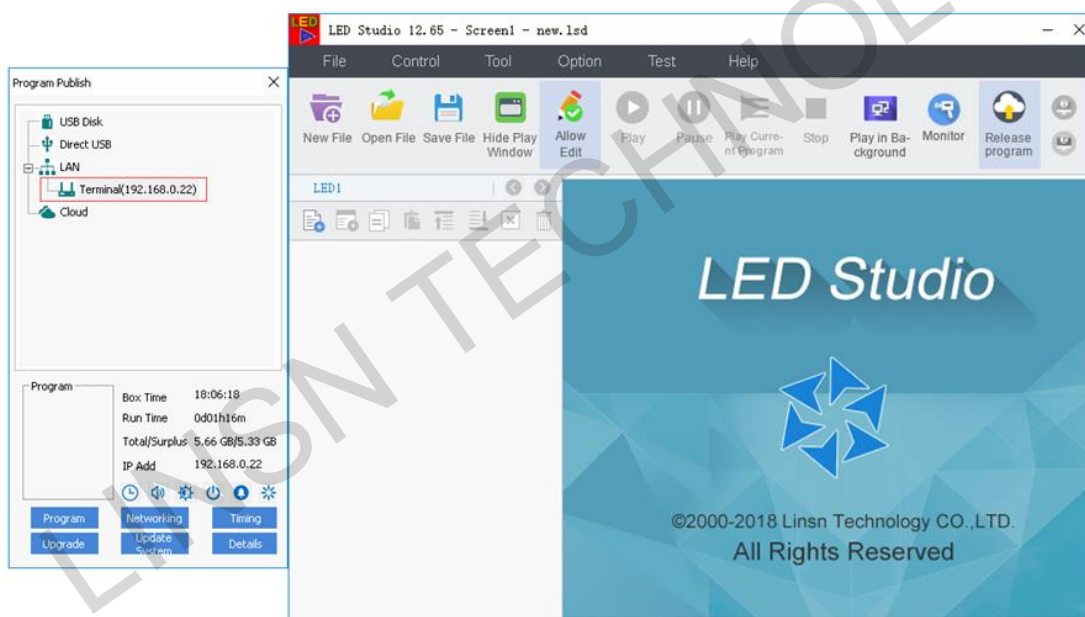



>right-click on [**Ethernet**] icon and choose [**Properties**] > double-click [**IPv4 option**]>set an IP address and Subnet mask (255.255.255.0)


Please set an IP address with the same Network segment (192.168.0) and the last digit to a number within 255(except 8, because the default IP address for L series is 192.168.0.8.), for example 192.168.0.1 or 192.168.0.2 and so on.



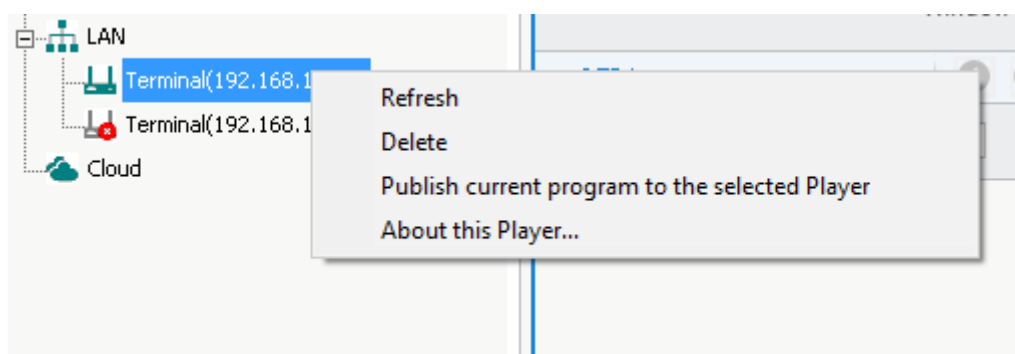
**Step3.** Open LEDStudio> click [**Release program**]>  will shows on the left (within 20secs if this is the first time)



If it is showing offline, please right-click on [**LAN**]  and choose [**Refresh**]

Or adding IP address manually: right-click on [**LAN**]  >choose [**Manually Add Player...**]> the IP address is 192.168.0.X+1 (where X is set by you on Step2). For example, it is set to 192.168.0.21 for the PC in step2, so input 192.168.0.22 for the device

**Step4.** Make a program (refer to 3.3.3.1. )>choose the corresponding device in [**LAN**], right-click and choose [**Publish current program to the selected Player**]



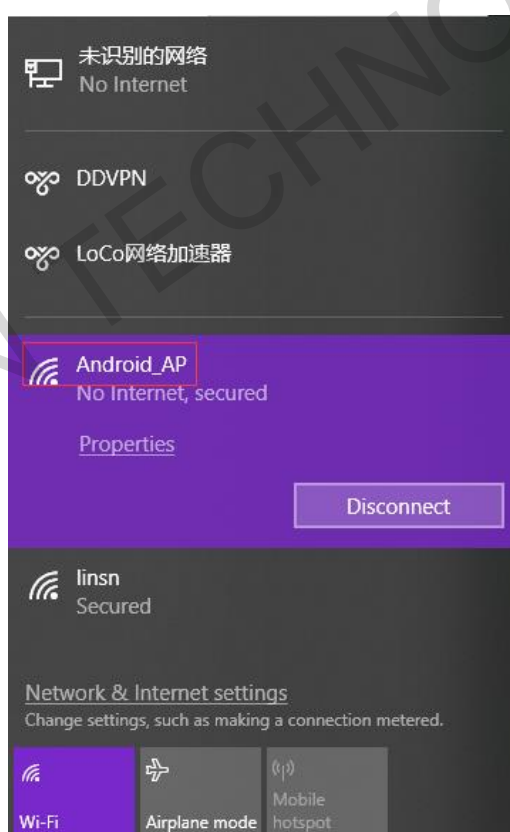
Wait until the progress finishes, and L1 will play program automatically to the LED screen


### 3.5.2.2. Releasing Program over WIFI hotspot from L series

#### 3.5.2.2.1. Setting up via PC


**Step1.** Power on the device, the green light for CLOUD will begin flashing which means Hotspot from the device is turning on. If not, press SWITCH button on the device

**Step2.** Click the WIFI selection on your PC > find a WIFI named LinsnAP or Android AP or one name related to Linsn or Android>input password 12345678(default)> connect

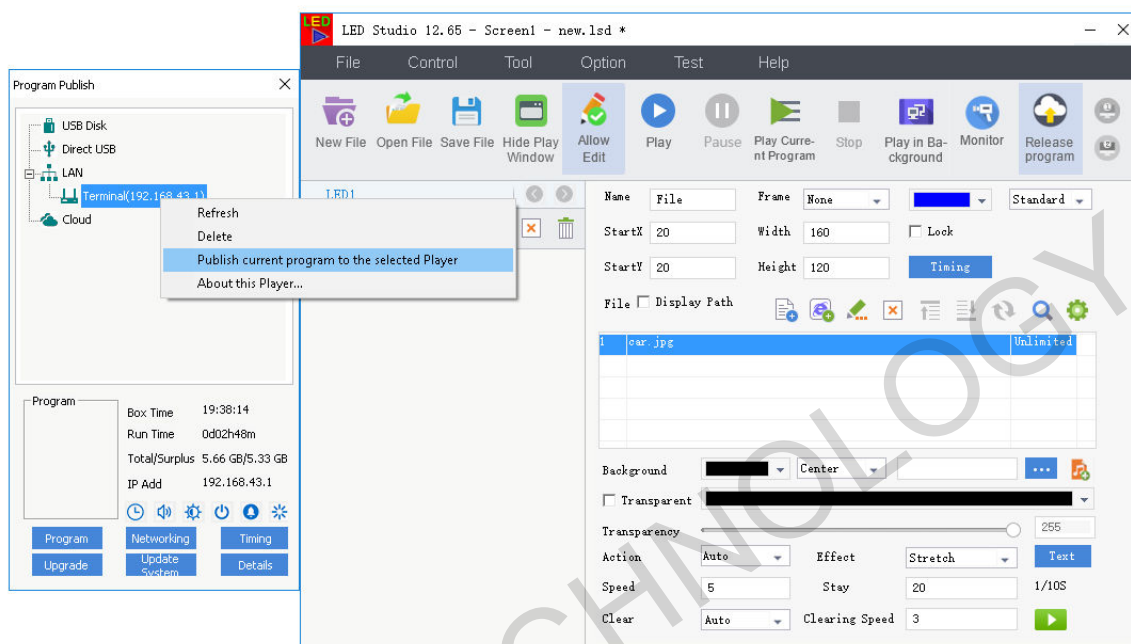


**Step3.** If there is no  showing under [LAN] option  on the left interface, please add IP address manually:  
right-click on  choose [Manually Add Player...]> the default IP address is **192.168.43.1**



**Step4.** Make a program in the LEDStudio> right-click on  `Terminal(192.168.43.1)` choose **[Publish current program to the selected player]**


Wait until the progress finishes, and L1 will play program automatically to the LED screen

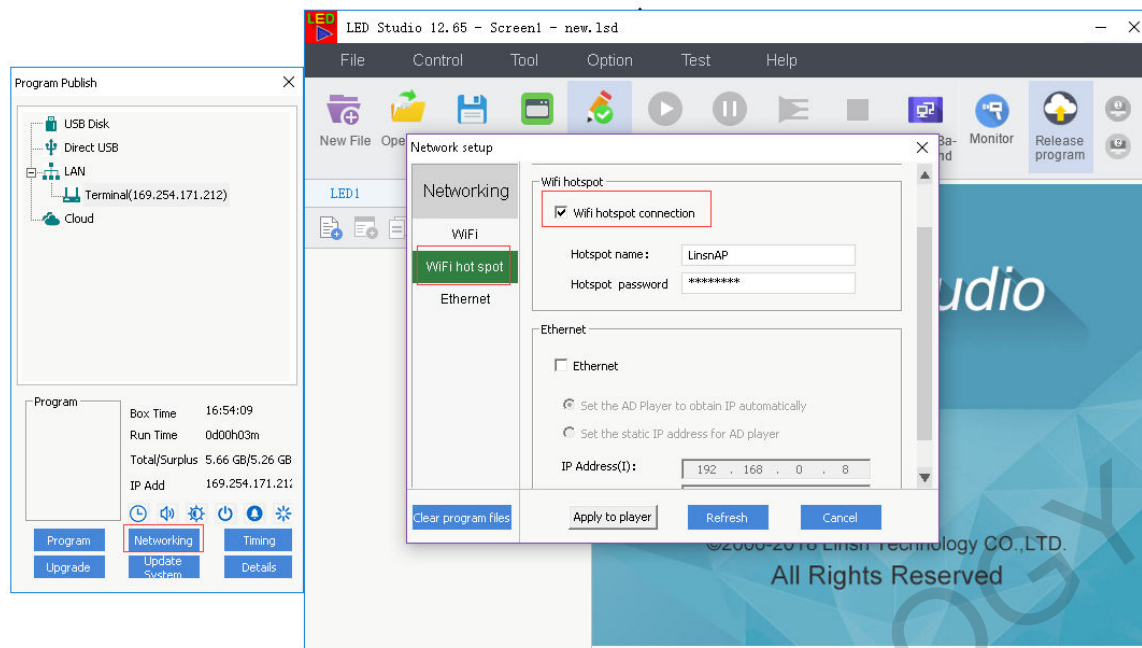


### 3.5.2.2.2. Setting up via LEDStudio



**Step1.** Connect a LAN cable between PC and the device, power on the device, connect a LAN cable between PC and the device

**Step2.** Follow either 3.5.2.1.1. or 3.5.2.1.2 in to connect the device

**Step3.** Click on  `Terminal(169.254.171.212)` >click **[Networking]**> select **[WIFI hot spot]** tab> check **[Wifi hotspot connection]**>input password 12345678>click **[Apply to player]**




Click the WIFI selection on your PC > find a WIFI named LinsnAP or Android AP>input password 12345678(default)> connect

**Step4.** Add IP address manually: right-click on  choose [**Manually Add Player...**]> add the IP address **192.168.43.1**>Make a program in the LEDStudio> right-click on  Terminal(192.168.43.1) > choose [**Publish current program to the selected player**]>Wait until the progress finishes, and L1 will play program automatically to the LED screen

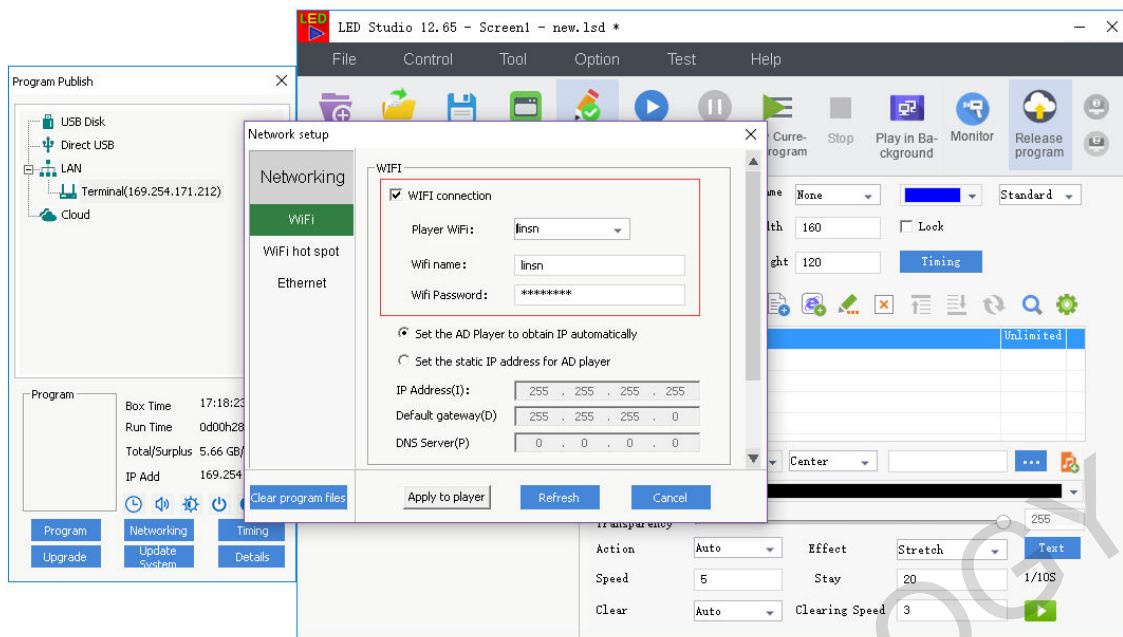
### 3.5.2.3. Releasing Program over WIFI

**Step1.** Connect a LAN cable between PC and the device, power on the device

**Step2.** Follow either 3.5.2.1.1. or 3.5.2.1.1. in section 3.5.2.1 to connect the device

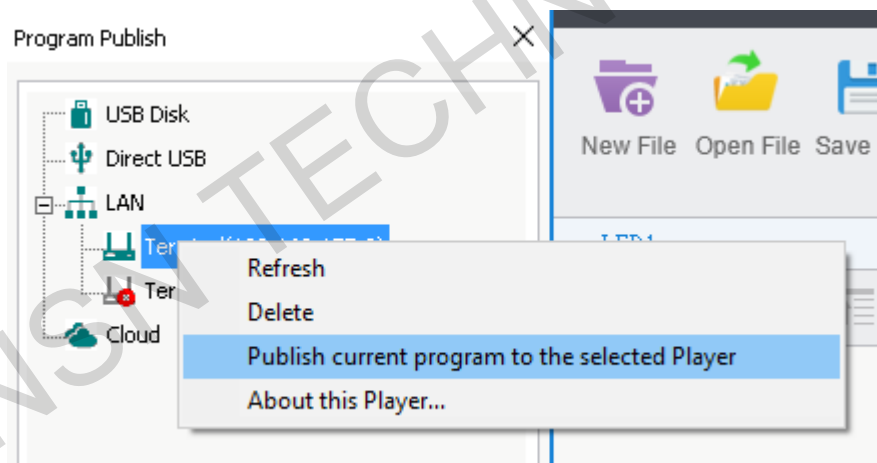
**Step3.** Click on  Terminal(169.254.171.212) >click [**Networking**]> select [**WIFI**] tab> check [**Wifi connection**]>choose a WIFI name detected in the option>input name and password>select either [**Set the AD player to obtain IP automatically**] or [**Set the static IP address for AD player**] (DNS Server IP should be 192.168.1.1)>click [**Apply to player**]





**Step4.** Make a program (refer to **Error! Reference source not found.**) on the PC which is installed with LEDStudio and connect with the Wifi generated by L1

- Choose the corresponding device in [LAN], right-click and choose [**Publish current program to the player**]



- Wait until the progress finishes, and L1 will play program automatically to the LED screen

END