

LEDStudio User's Manual

V12.64

Table of Contents

Chapter1 Introduction	5
1.1. Features	5
1.2. Requirements.....	5
1.3. What's New in LEDStudioV12.64	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	8
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	9
3.2.2.3. Play Next	9
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
3.2.3. Tool Menu	15
3.2.4. Option Menu	15
3.2.4.1. Play Background/Foreground.....	15
3.2.4.2. Schedule Table.....	16
3.2.4.3. Schedule Hide Setup	19
3.2.4.4. Language	20
3.2.4.5. Show play window/Hide play window	21

3.2.4.6. Software Setup	21
3.2.4.6.1. Play Window	23
3.2.4.6.2. Networking:.....	24
3.2.4.6.3. E-mail settings.....	32
3.2.4.6.4. Auto	34
3.2.4.6.5. Other.....	34
3.2.4.7. User Setup	35
3.2.4.8. Hardware Setting.....	36
3.2.5. Test Menu.....	37
3.2.5.1. Grey Test 1	37
3.2.5.2. Grey Test 2	37
3.2.5.3. Grid Test	37
3.2.5.4. Dot Test	38
3.2.5.5. Color Bar Test 1.....	39
3.2.5.6. Color Bar Test 2.....	39
3.2.5.7. Aging	39
3.2.5.8. Check Position.....	40
3.2.5.9. Check Color.....	40
3.2.6. Help Menu	41
3.2.6.1. Help	41
3.2.6.2. Knowledge.....	41
3.2.6.3. Check IP Address	41
3.2.6.4. Play File List	41
3.3. How to make a .lsd file.....	42
3.3.1. Play Window Setup.....	42
3.3.2. Open a New Page of Program.....	43
3.3.2.1. Add Step, Add Universal Display.....	43
3.3.2.2. Step Settings	44
3.3.2.3. Universal Display Settings	44
3.3.3. Add New Window.....	45
3.3.3.1. File Window	48
3.3.3.1.1. File(s) Showing Area Settings.....	49
3.3.3.1.2. File(s) Adding & Listing Window	49
3.3.3.1.3. File Playing Settings.....	50
3.3.3.2. Text Window	52
3.3.3.3. Single Line Text Window.....	53
3.3.3.4. Static Text Window	55
3.3.3.5. Table Window.....	56
3.3.3.6. Timer Window	58
3.3.3.7. Database Window.....	60
3.3.3.8. VCD/DVD Window	64
3.3.3.9. External Exe Window.....	65

3.3.3.10. Video Window	66
3.3.3.11. Date/Time Window.....	67
3.3.3.12. Temperature/Humidity Window	68
3.3.3.13. Copy Window.....	70
3.3.4. Save Program	71
3.3.5. Play Program.....	71
3.4. 3D Display.....	72

Chapter1 Introduction

1.1. Features

LEDStudioV12.64 is a LED Display software for Linsn LED Display Control System.

By using LEDStudioV12.64 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 page49
- 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 page54
- One-click to set the whole **software** back to factory mode, see [Tips](#) at page22.

Chapter2 Installation

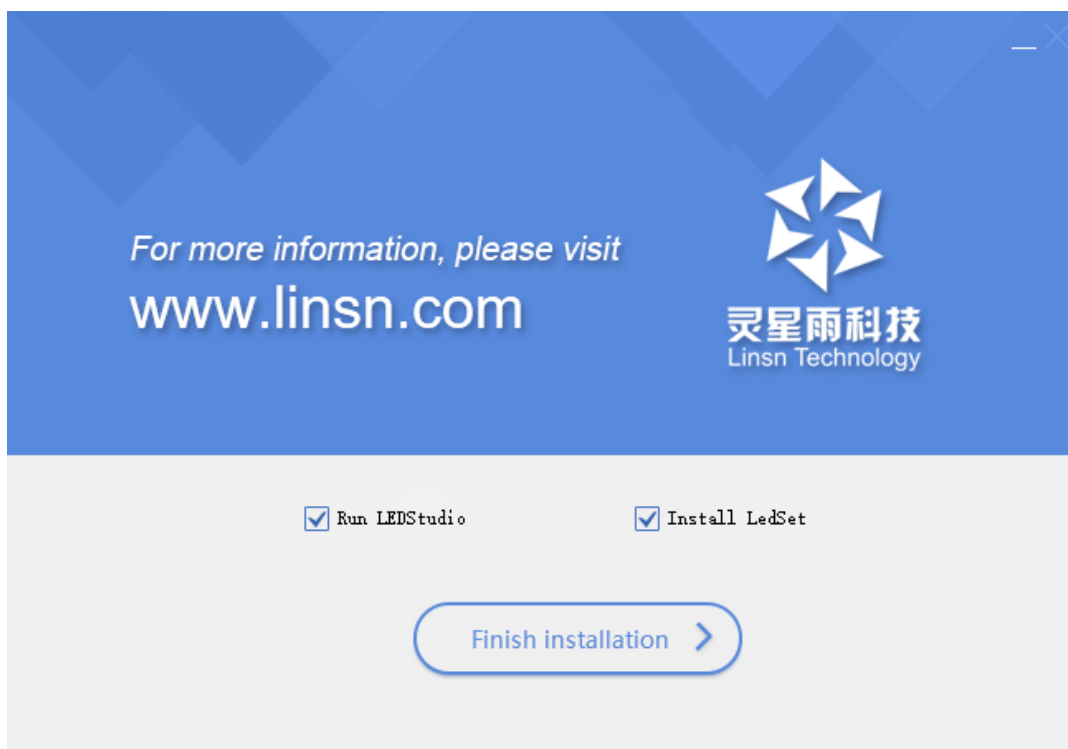
2.1. Installation

Follow the steps below to install and run LEDStudioV12.64

1. Download LEDStudioV12.64 (contains LedSet installer) from 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-12.64.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)



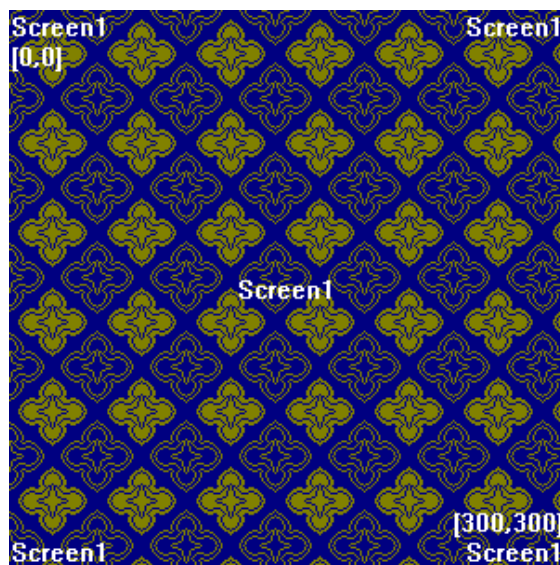
3. LEDStudio shortcut icon will be generated on desktop after installation.

Chapter3 How to Run LEDStudio

3.1. LEDStudio Interface

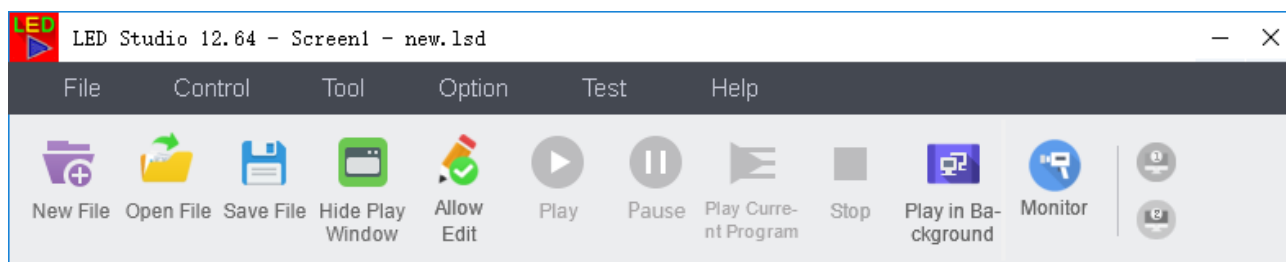
When you open LEDStudio, two windows will pop up:

- Play window

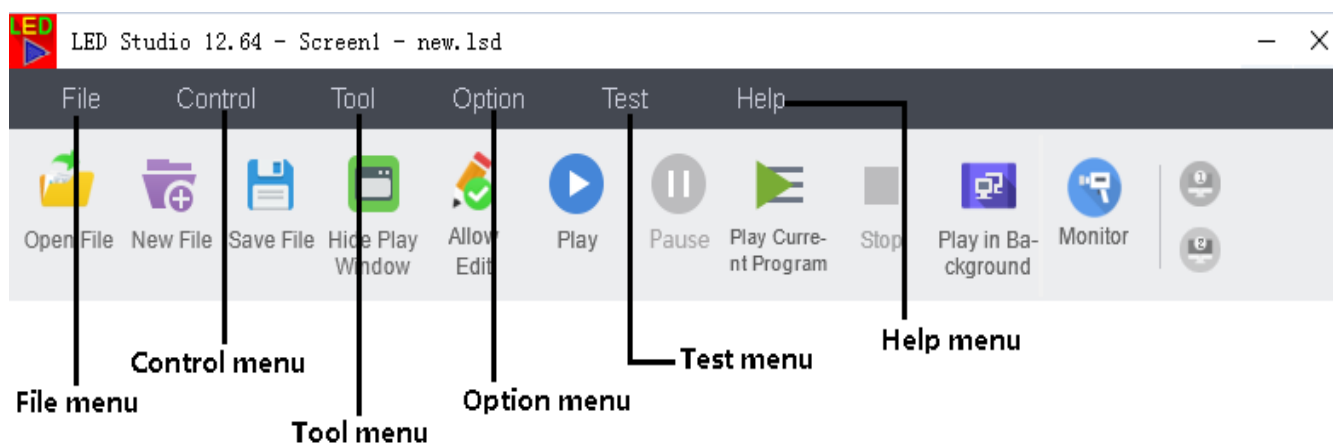


A simulated screen. Contents played by LEDStudio will be shown on the above Window.

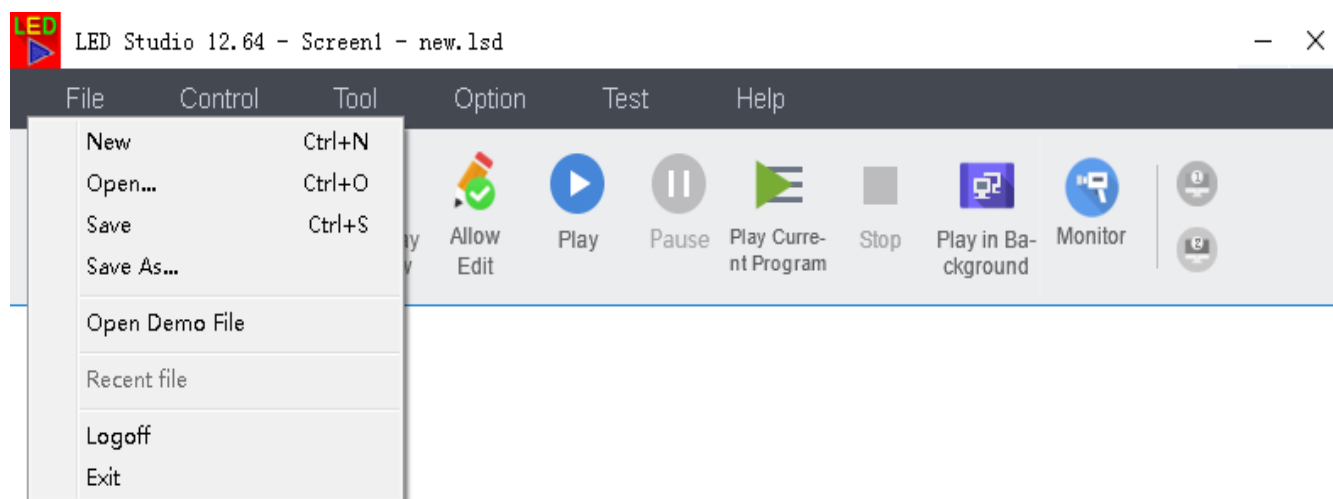
- Control window/panel



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

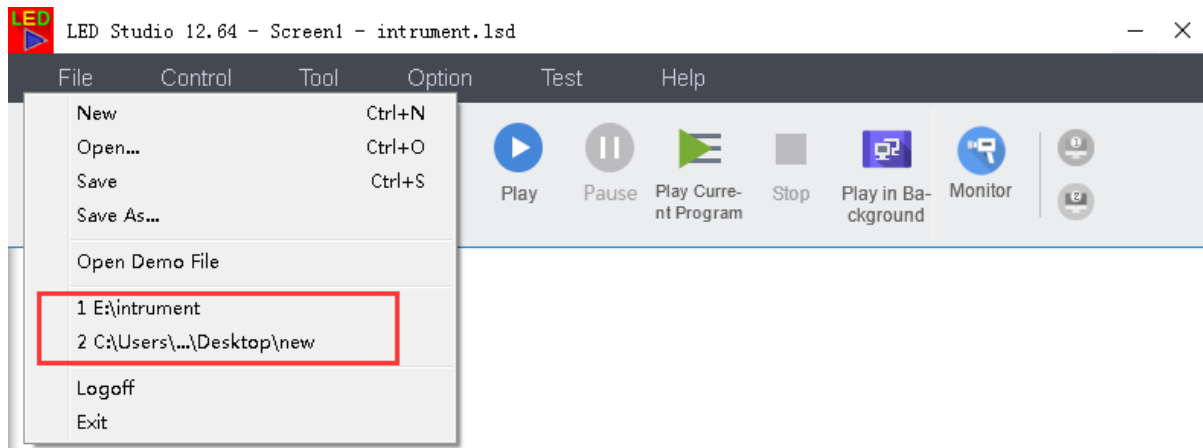
Save: save an .lsd file.

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.

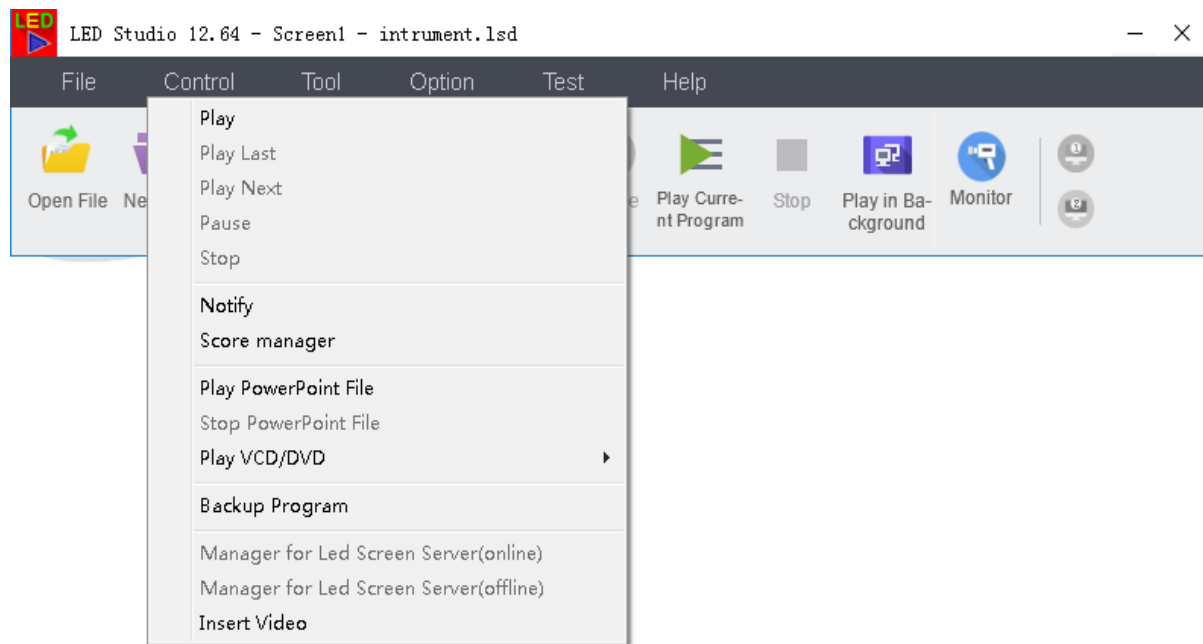
Note: This is related to the **User Setup** in **Option** menu.

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.

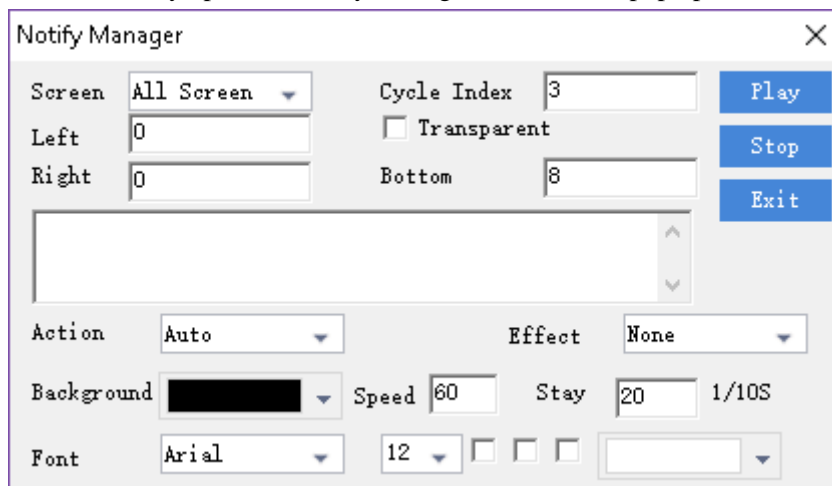
3.2.2.5. Stop

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. It contains several input fields and buttons. The fields are: Screen (dropdown menu set to 'All Screen'), Cycle Index (text box with '3'), Left (text box with '0'), Right (text box with '0'), Bottom (text box with '8'), Action (dropdown menu set to 'Auto'), Effect (dropdown menu set to 'None'), Background (color picker set to black), Speed (text box with '60'), Stay (text box with '20'), and Font (dropdown menu set to 'Arial'). There are also checkboxes for 'Transparent' and '1/10S'. On the right side, there are three buttons: 'Play', 'Stop', and 'Exit'.

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

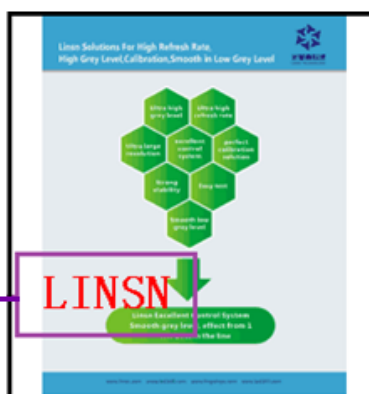
Background: background color for Notify Message

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

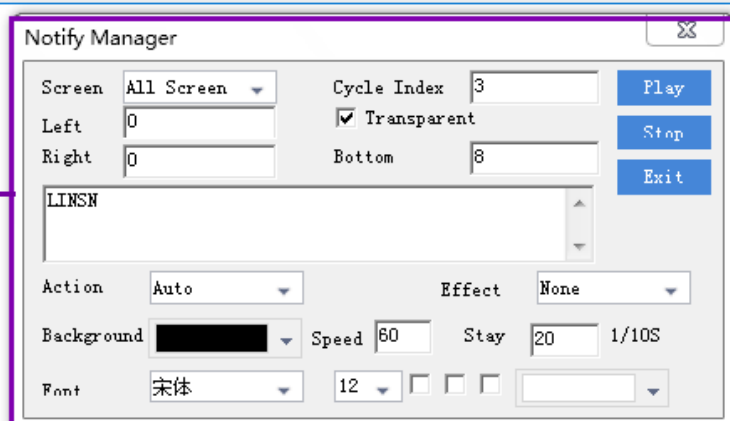
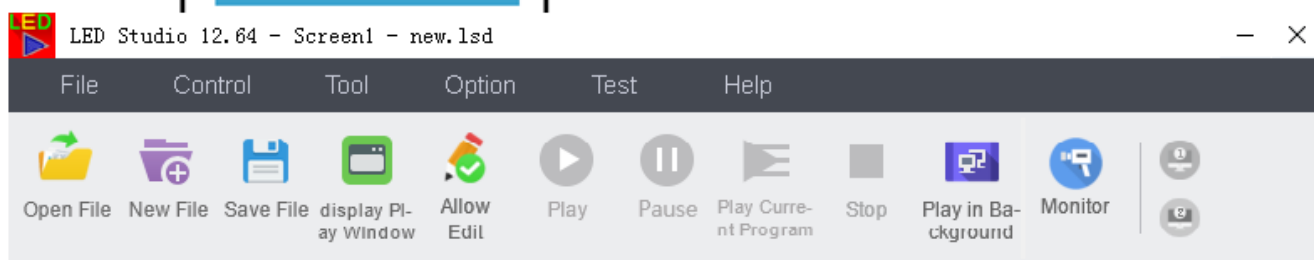
Font: font setup for Notify Message

Example of using Notify



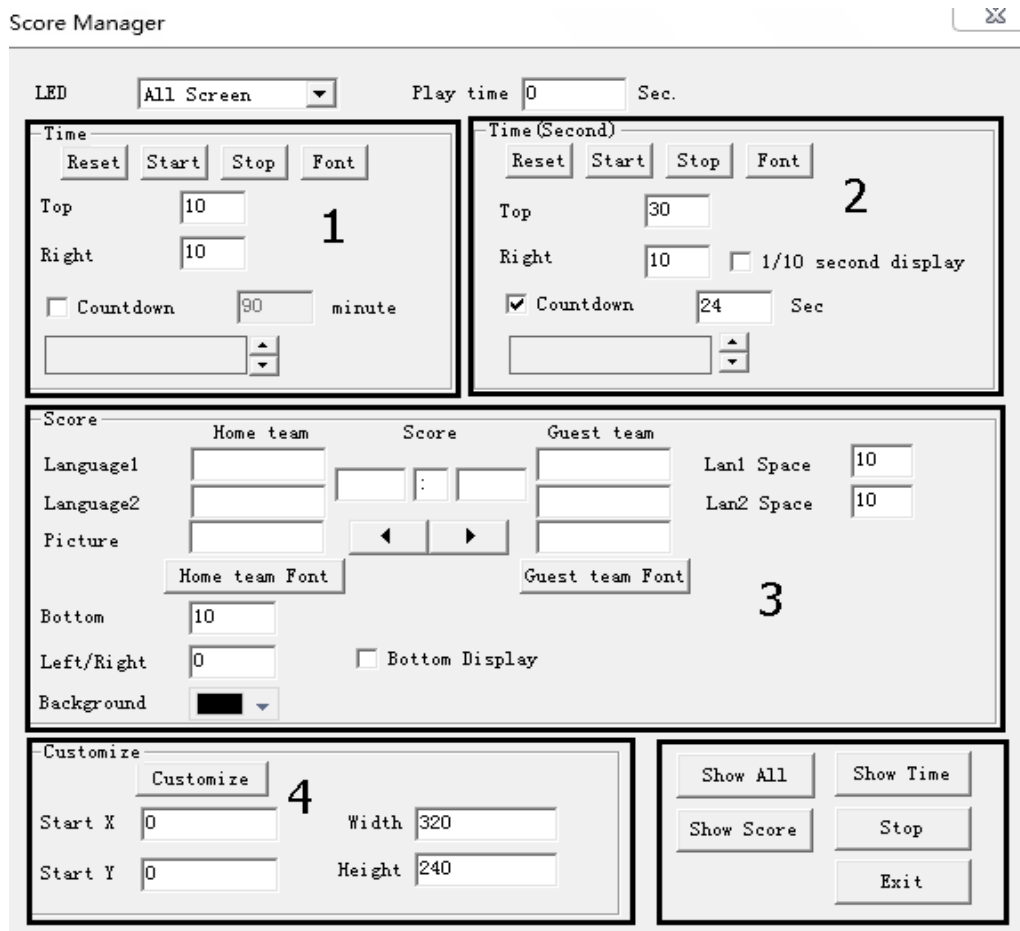
A post is displaying in the Play Window.

You can insert a new message through Notify Manager without stopping the playing program



3.2.2.7. Score Manager

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



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

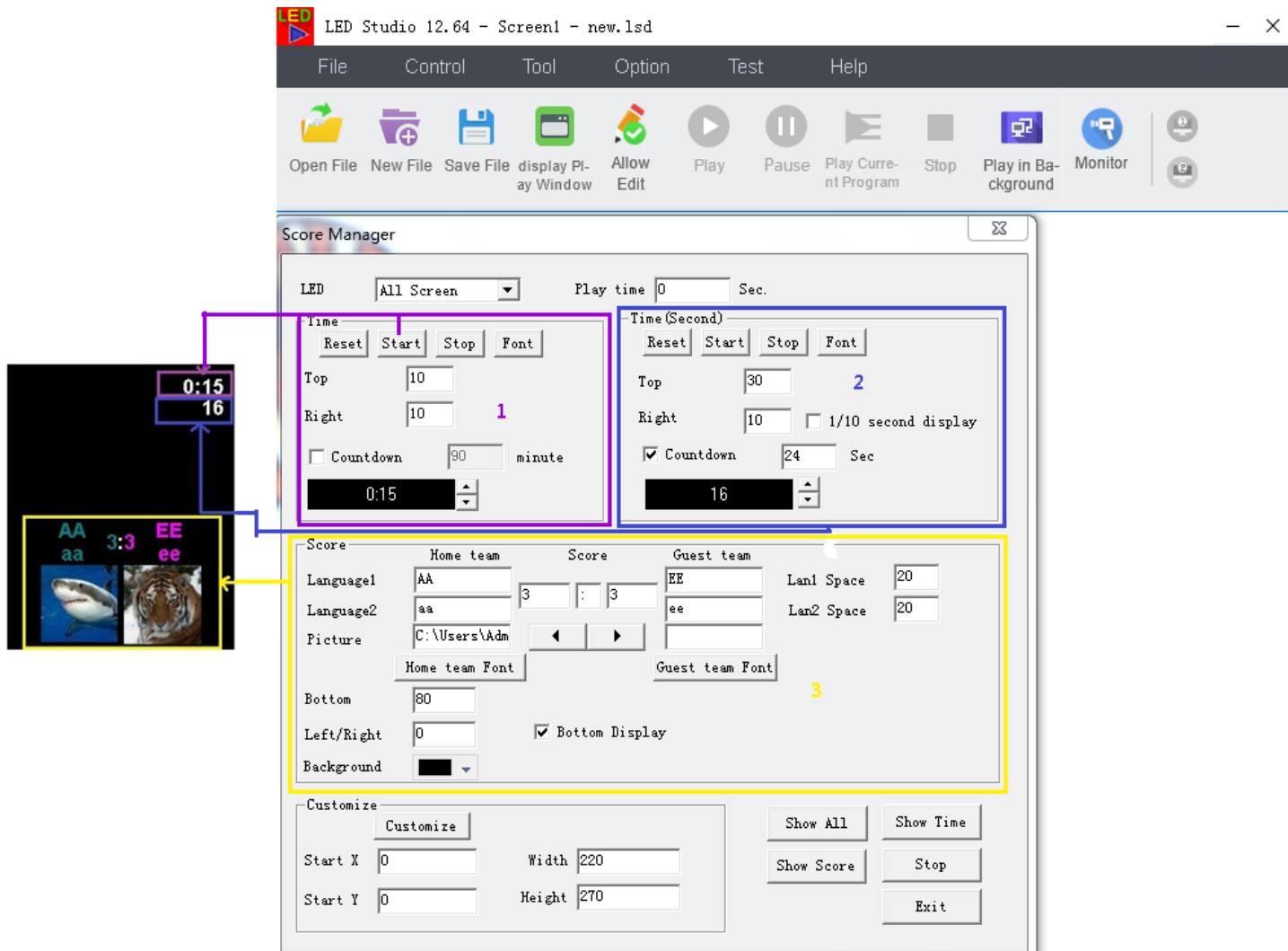
Show Time: only show the time you set on part1&2 to the play window

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



LED Studio 12.64 - Screen1 - new.1sd

File Control Tool Option Test Help

Open File New File Save File display Play Window Allow Edit Play Pause Play Current Program Stop Play in Background Monitor

Score Manager

LED All Screen Play time 0 Sec.

Time

Reset Start Stop Font

Top 10

Right 10

Countdown 90 minute

0:15

Time (Second)

Reset Start Stop Font

Top 30

Right 10

1/10 second display

Countdown 24 Sec

16

Score

Home team Score Guest team

Language1 AA 3 : 3 EE

Language2 aa

Picture C:\Users\Adm

Home team Font Guest team Font

Bottom 80

Left/Right 0

Background

Bottom Display

Customize

Customize

Start X 0 Width 220

Start Y 0 Height 270

Show All Show Time

Show Score Stop

Exit

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.

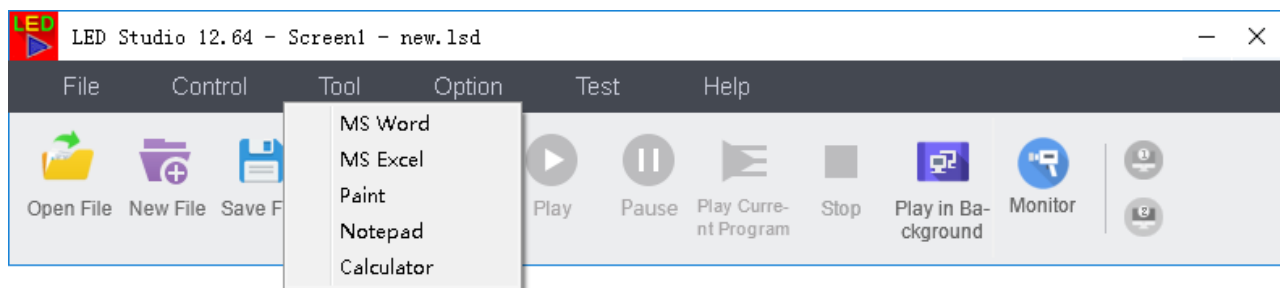
3.2.2.13. Manager for LED Screen Sever (offline)

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

3.2.2.14. Insert Video

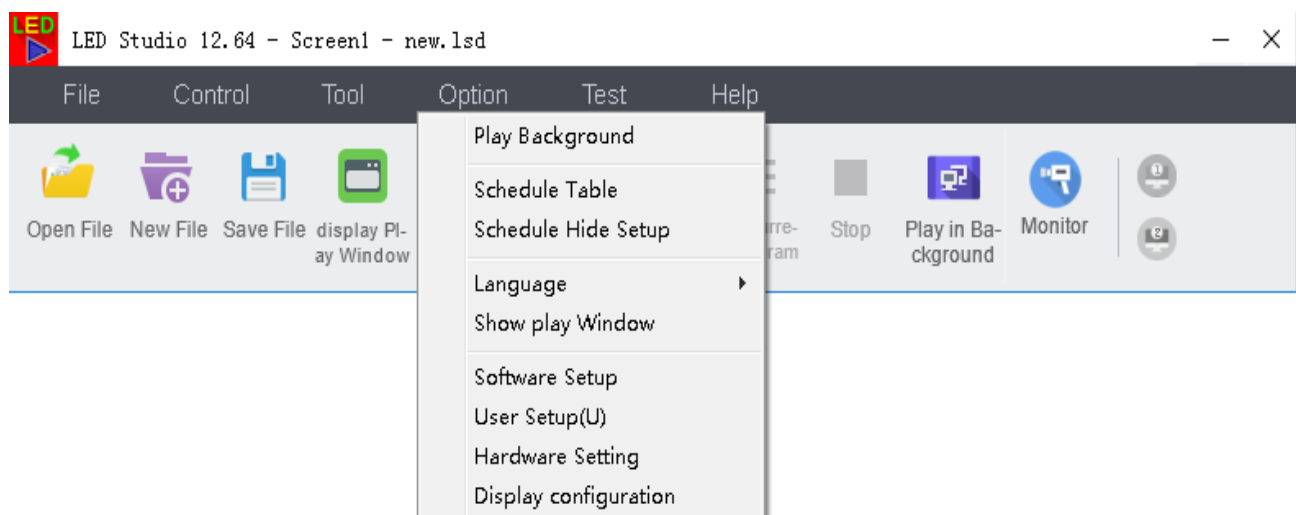
Insert Video: reserved

3.2.3. Tool Menu



Short-cuts of Microsoft Word, Excel, Paint, Notepad, Calculator. Click to open quickly.

3.2.4. Option Menu

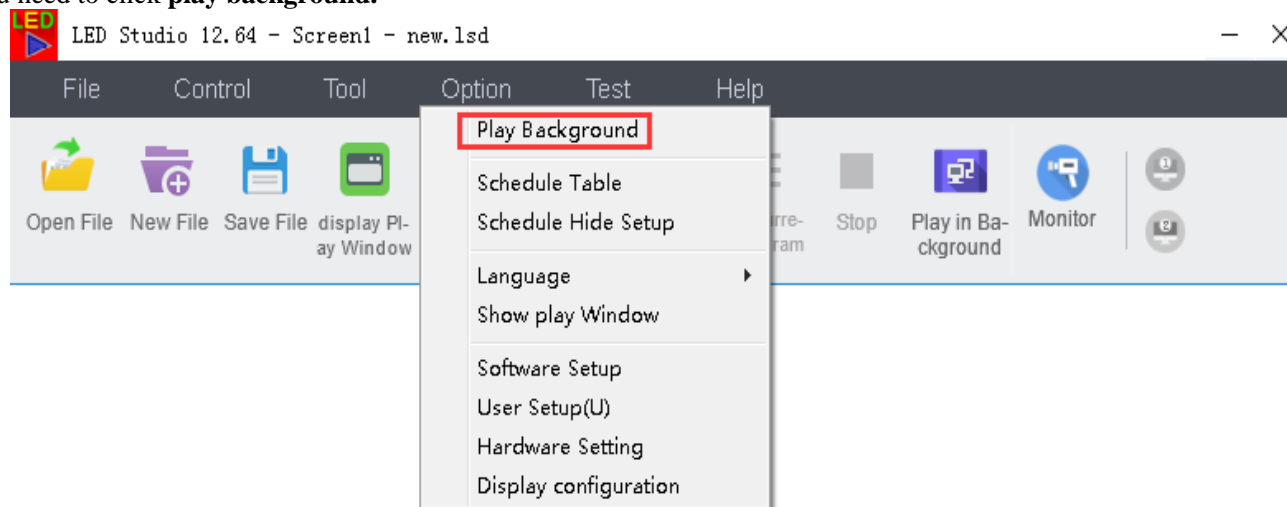


3.2.4.1. Play Background/Foreground

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

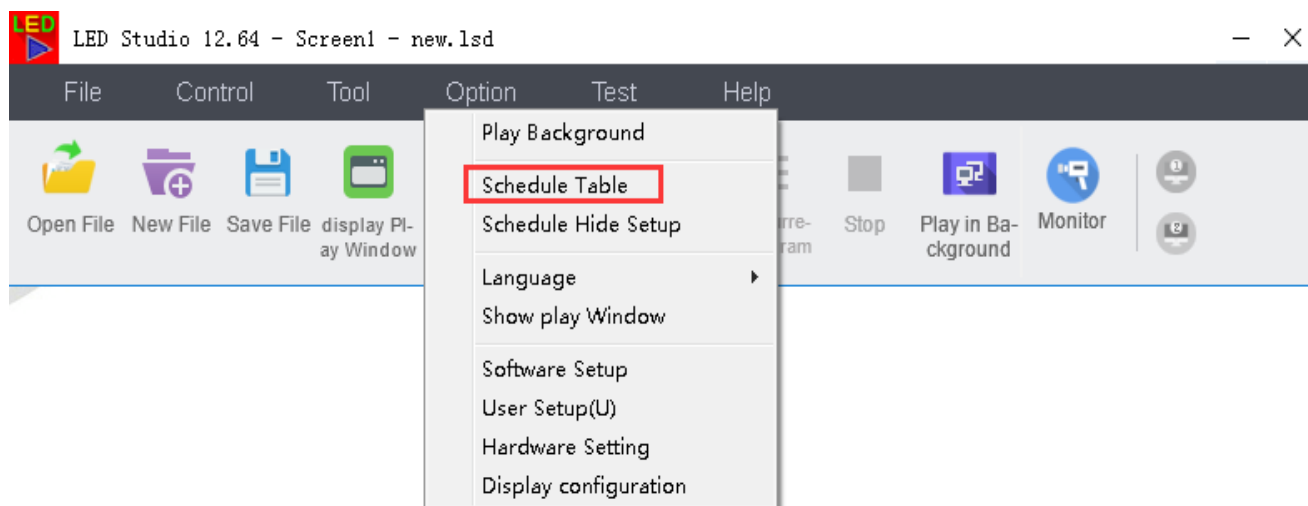
Official website: www.linsn.com

do you need to click **play background**.



3.2.4.2. Schedule Table

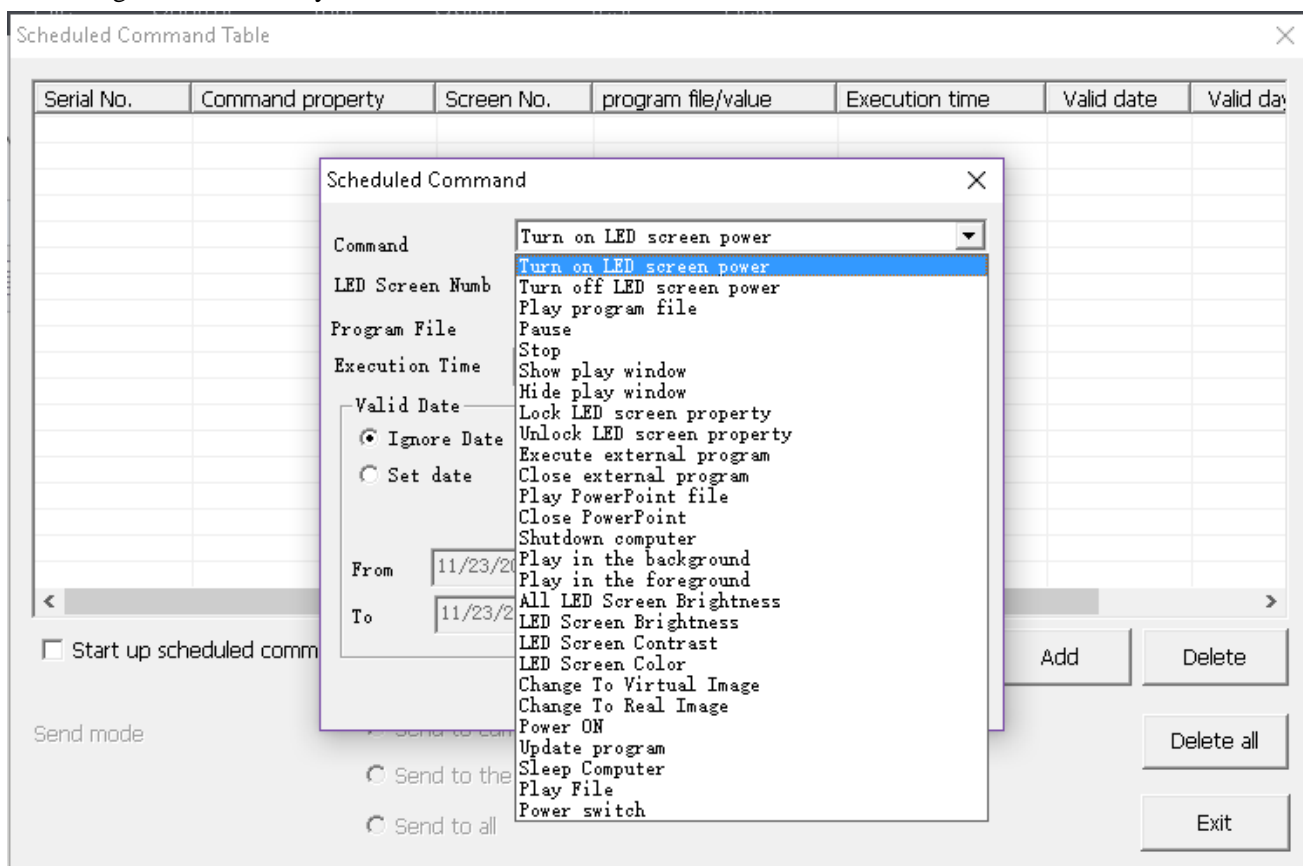
Schedule Table: To schedule commands to be carried out. For example, set the LED display brightness to a lower value at night time. Or play certain programs at preset time.



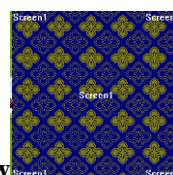
Scheduled Command Table

End Time

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



- **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

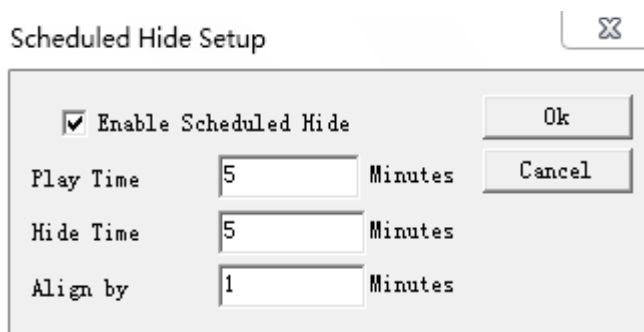
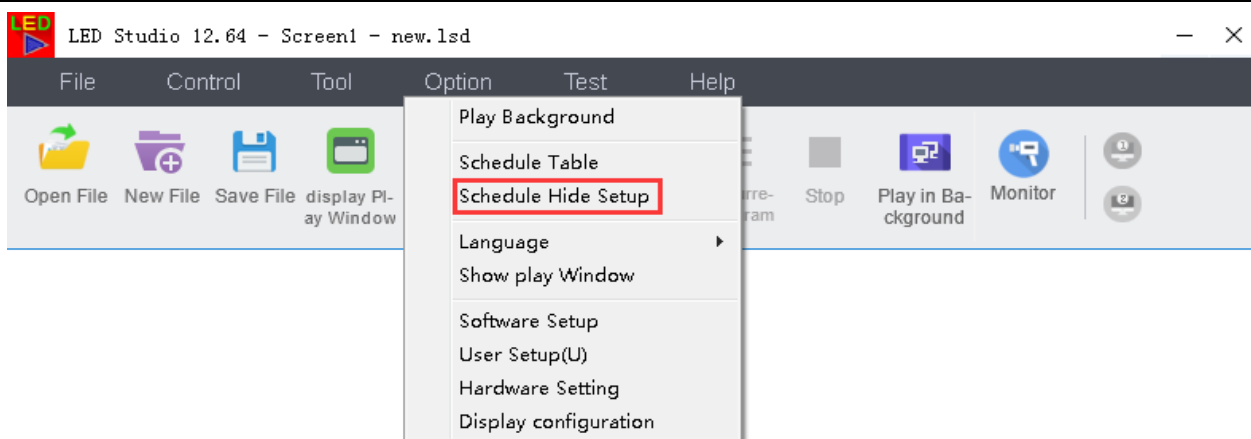
- **Change to Real Image:** If your LED screen is a virtual type, you can set a certain time to enable the real-pixel mode
- **Power ON:** turn on computer
- **Update program:** update program from server
- **Sleep computer:** put the computer in sleep mode
- **Play file:** choose the file and play

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

[illegible]

3.2.4.3. Schedule Hide Setup

Schedule Hide Setup:



Enable Scheduled Hide: enable/disable Scheduled Hide

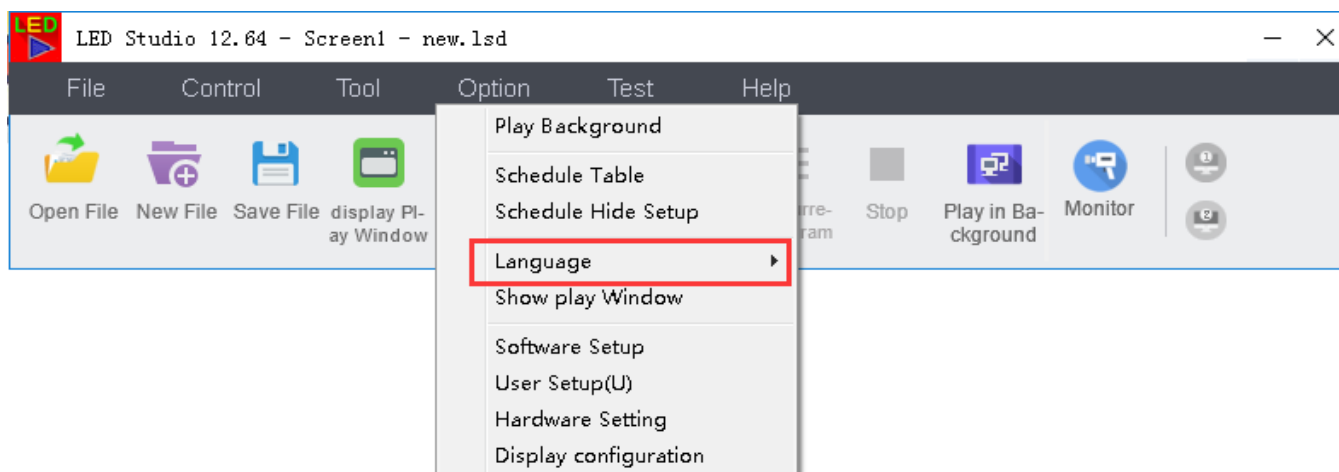
Play Time: show-up time duration for **Play Window**

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

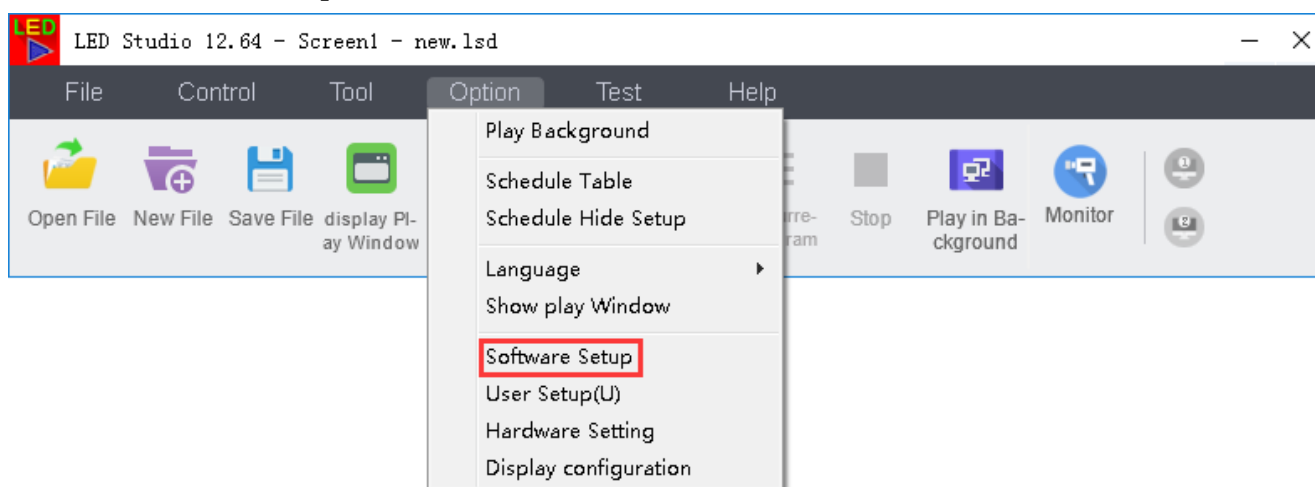
Change the LEDStudio interface language. LEDStudio supports the following languages: Simplified Chinese, Traditional Chinese, English, and Japanese.



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



Software Setup

Play Window

Play window parameter

Play window properties

Play properties

Networking

E-mail settings

Auto

Other

Default Settings

Play window parameter

1

Update LED No.

Screen1

Start X

0

Width(W)

820

Start Y

0

Height(H)

240

☒ Enable Change By Mouse

Standard

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

Save Setup

Close

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)

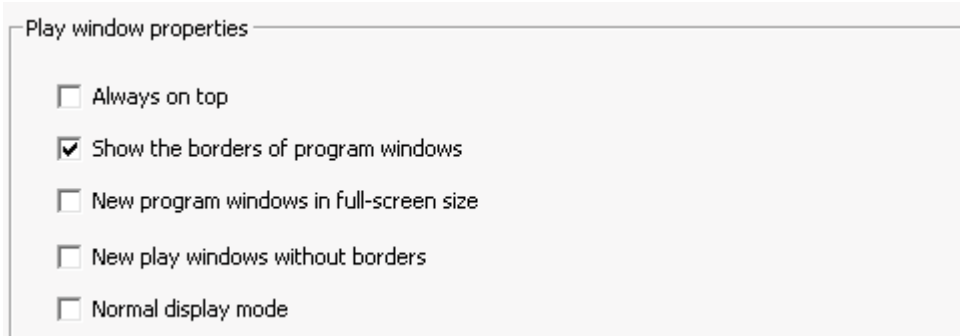


Right (90cw)



Left (90ccw)

Part2. Play window properties

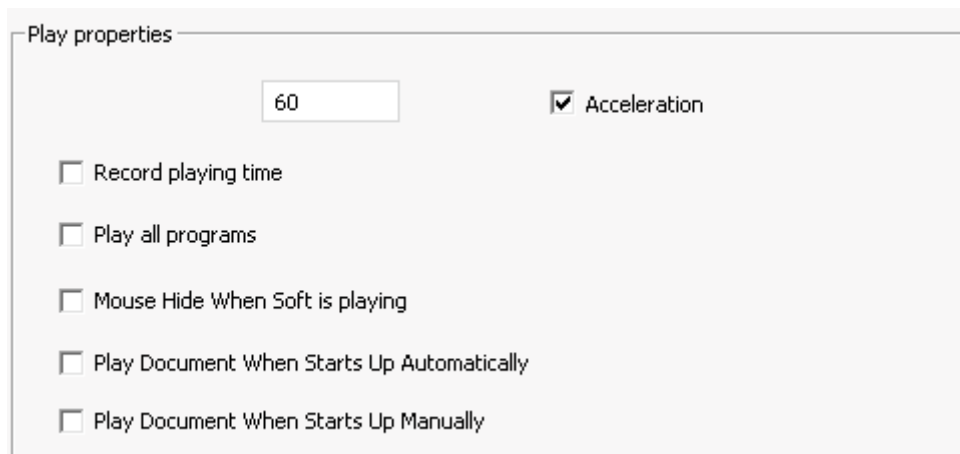


Play window properties

- ☐ 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
- ☐ Play Document When Starts Up Automatically
- ☐ Play Document When Starts Up Manually

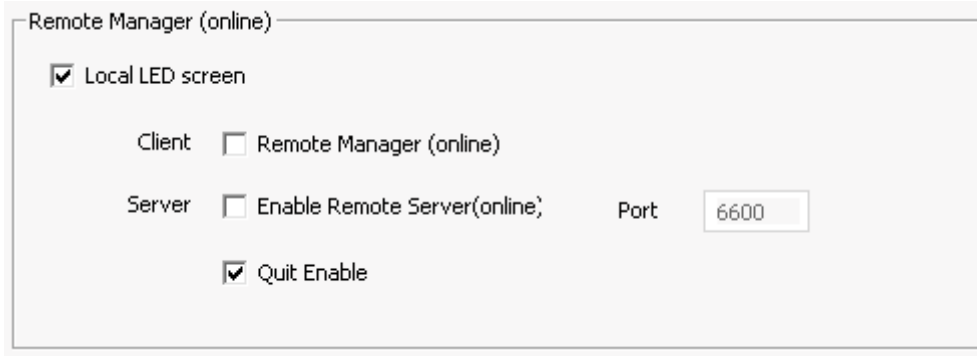
- Record playing time
- Play all programs
- Mouse Hide When Soft is playing
- Play Document When Starts Up Automatically
- Play Document When Starts Up Manually

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

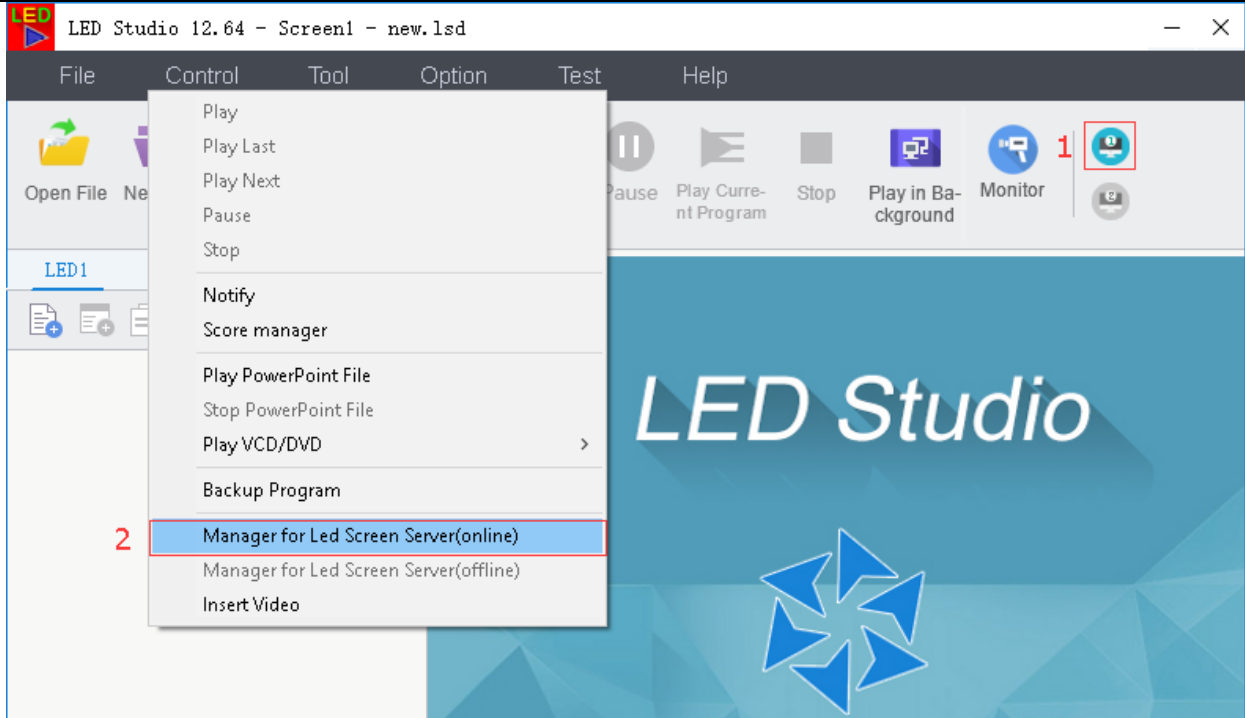
On sever computer (connects with LED screen):

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

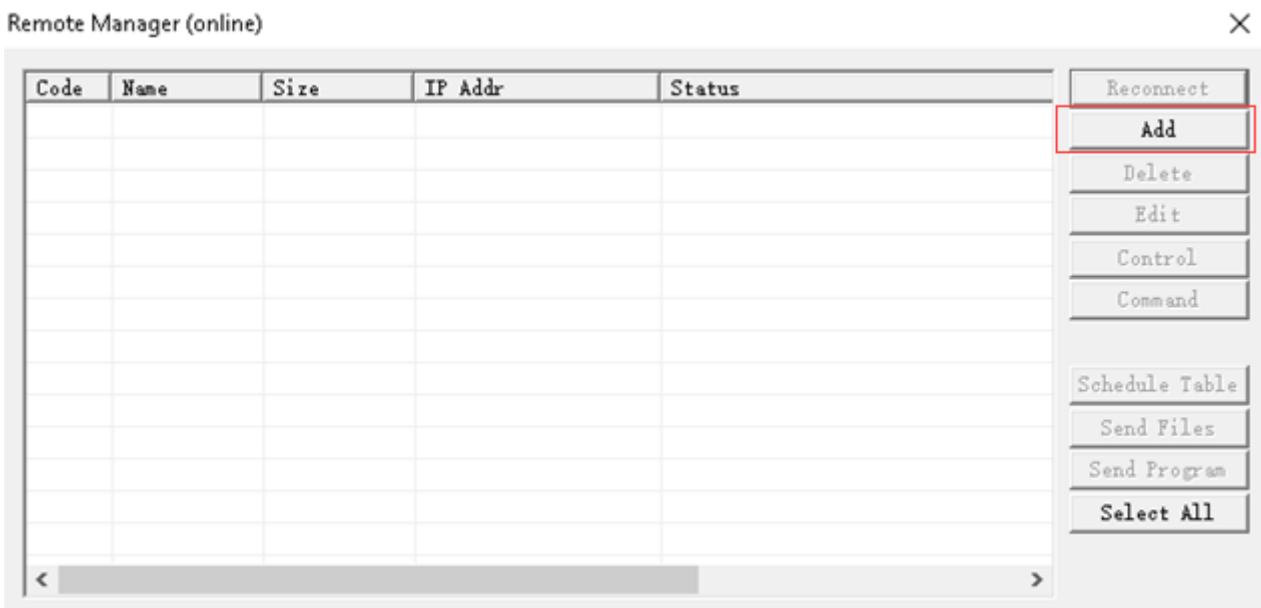
On client computer:

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

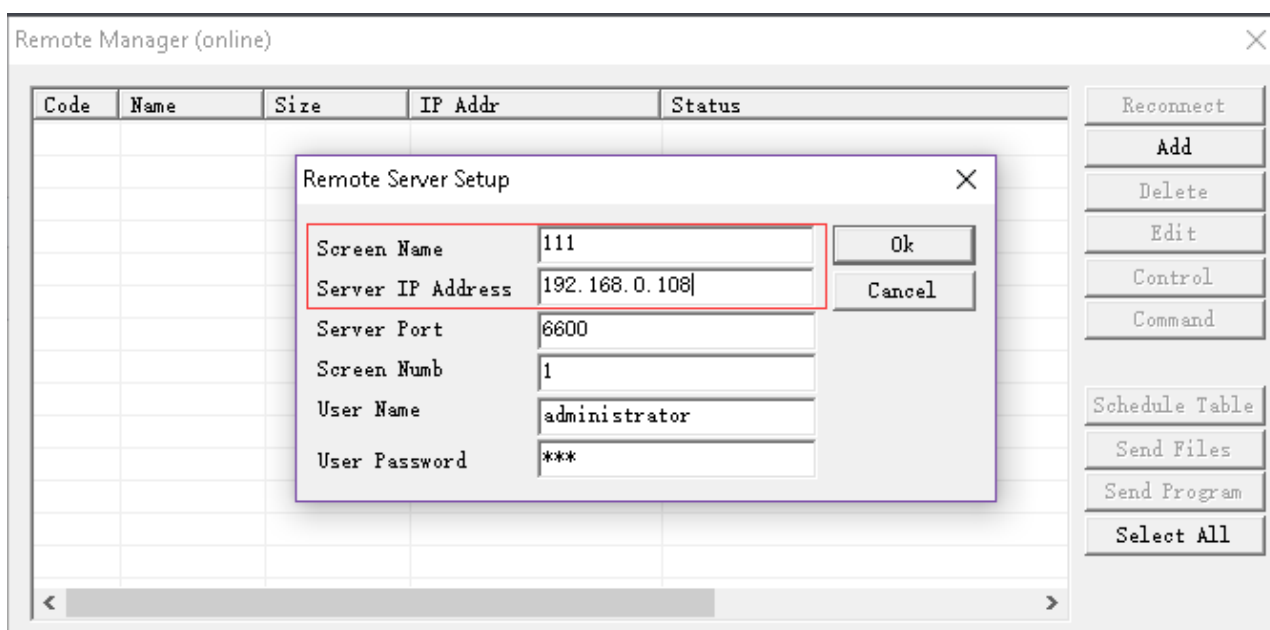
2. Click Remote LED Screen Manager (online)  button **OR** Go to **Control->Manager for Led Screen server** (As the following picture)



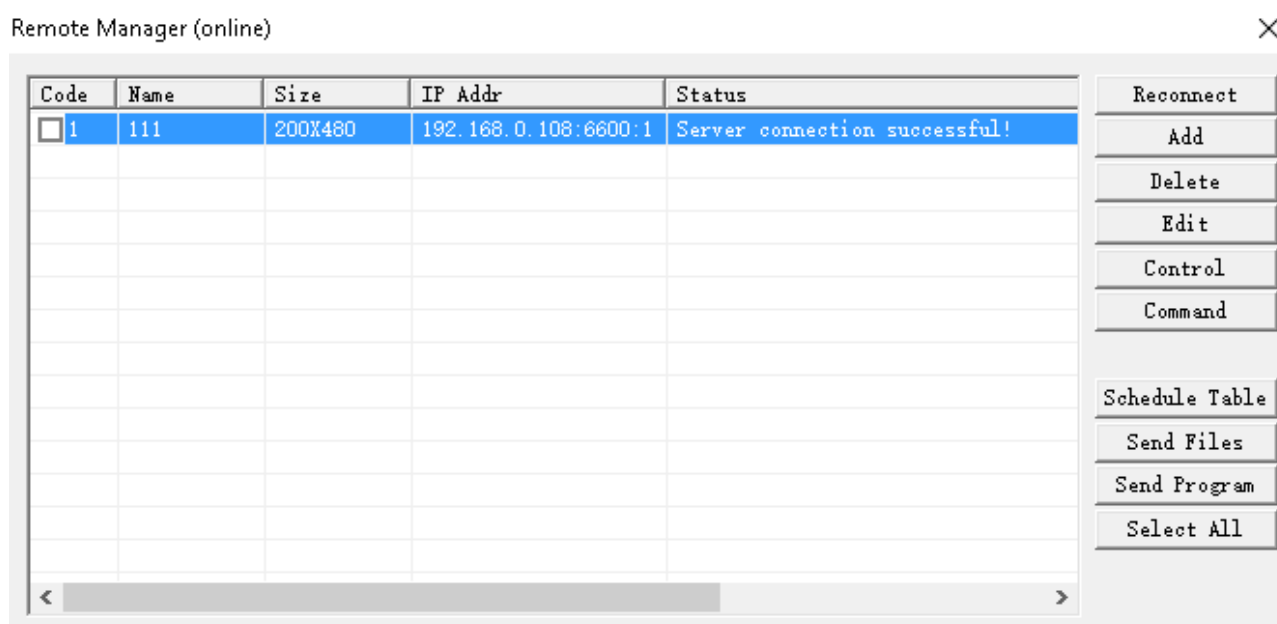
3. After the following manager interface pops up, click **Add** to set up the connection.



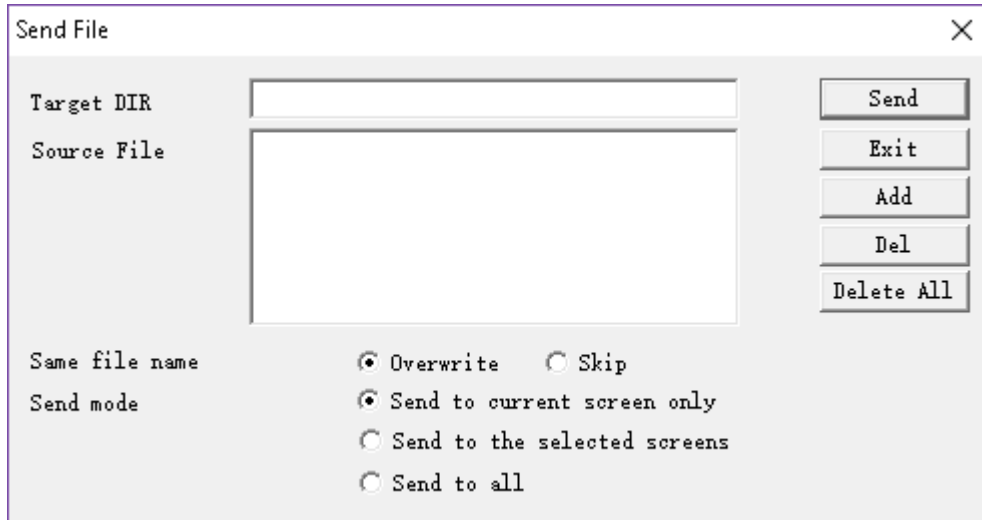
4. Input a name for your LED screen and the IP address of sever computer. Then click ok.



5. 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:** A vertical stack of buttons on the right: 'Send', 'Exit', 'Add', 'Del', and 'Delete All'.
- 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: quite **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**.

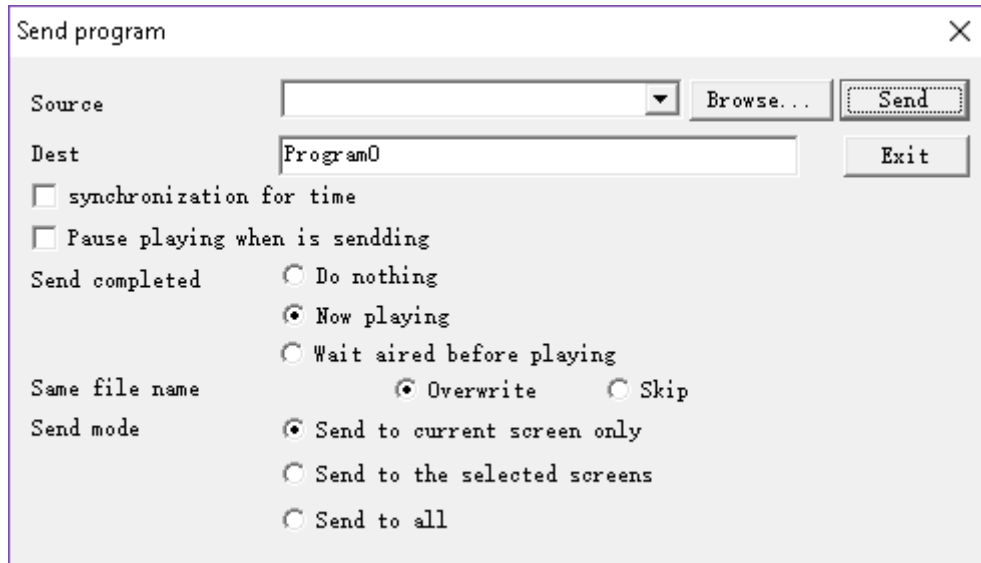
Send mode

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



The dialog box titled "Send program" contains the following elements:

- Source:** A text input field with a dropdown arrow, followed by a "Browse..." button and a "Send" button.
- Dest:** A text input field containing "Program0", followed by an "Exit" button.
- synchronization for time:** A checkbox.
- Pause playing when is sendding:** A checkbox.
- Send completed:** A group of three radio buttons: "Do nothing", "Now playing" (selected), and "Wait aired before playing".
- Same file name:** A group of two radio buttons: "Overwrite" (selected) and "Skip".
- Send mode:** A group of three radio buttons: "Send to current screen only" (selected), "Send to the selected screens", and "Send to all".

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

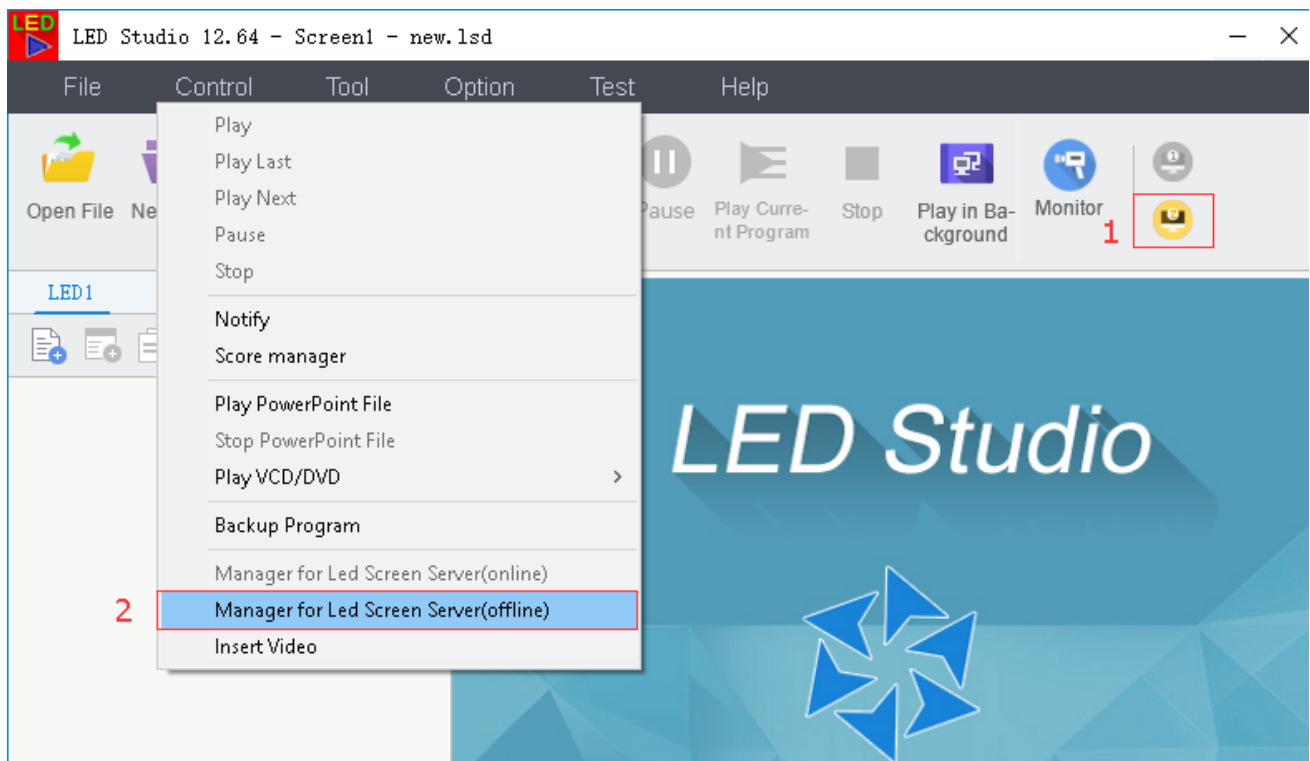
Setup:

On the Server computer:

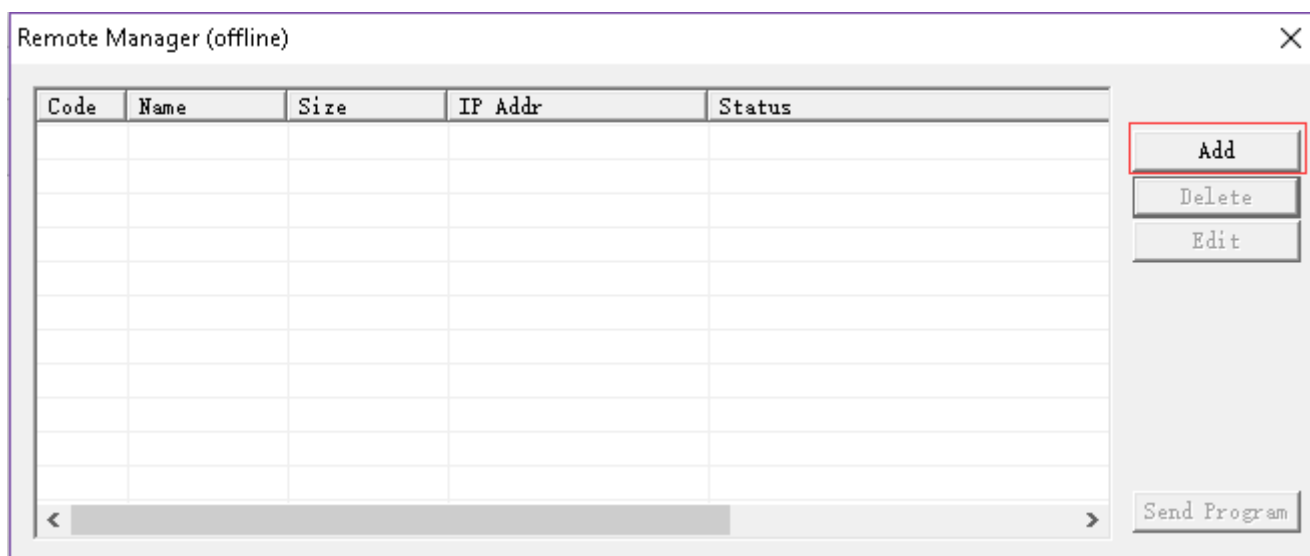
1. Go to **Option->Software Setup->Networking->** Check the **Server** ☐ **Remote Manager (offline)** option
2. Input the FTP information: FTP IP, Port, FTP User (name), and FTP password
Each 10 Minutes means the LEDStudio on Client computer will fetch updates from FTP server every 10 minutes.

On the Client computer:

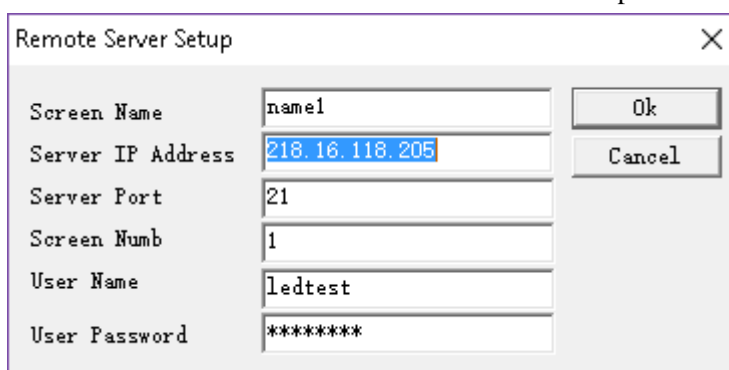
1. Go to **Option->Software Setup->Networking->** Check the **Client** ☐ **Remote Manager (offline)** option
2. Click Remote LED Screen Manager (offline)  button **OR** Go to **Control->Manager for Led Screen server (offline)** (As the following picture)



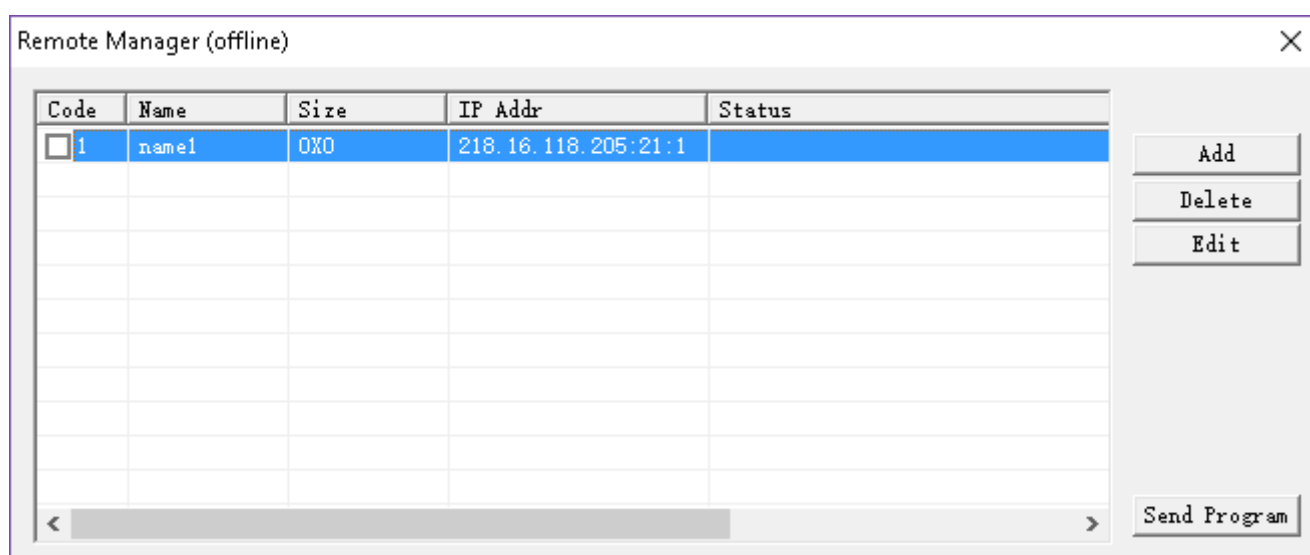
3. Click **Add** to add sever computer's address in the pop-up interface below.



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.



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	

Add

Del

Client

☐ Enable Play Manager

Port

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):

Official website: www.linsn.com

32 / 72
20171128

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

<input type="checkbox"/> Recv card Volt	Min	<input type="text" value="0.0"/>	Max	<input type="text" value="0.0"/>	<input type="checkbox"/> Temperature	<input type="text" value="0.0"/>
<input type="checkbox"/> Voltage 1	Min	<input type="text" value="0.0"/>	Max	<input type="text" value="0.0"/>	<input type="checkbox"/> Humidity	<input type="text" value="0.0"/>
<input type="checkbox"/> Voltage 2	Min	<input type="text" value="0.0"/>	Max	<input type="text" value="0.0"/>	<input type="checkbox"/> Fan	<input type="text" value="0"/>
<input type="checkbox"/> Smoke	<input type="checkbox"/> Cable	<input type="checkbox"/> Door	<input type="checkbox"/> 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

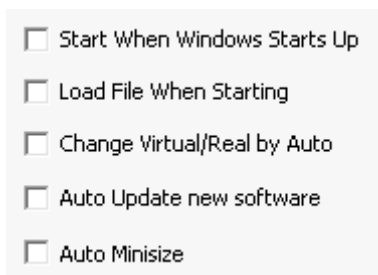
Voltage 1(Min/Max): the software will send you a fault alert when the actual voltage exceeds the range you set

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

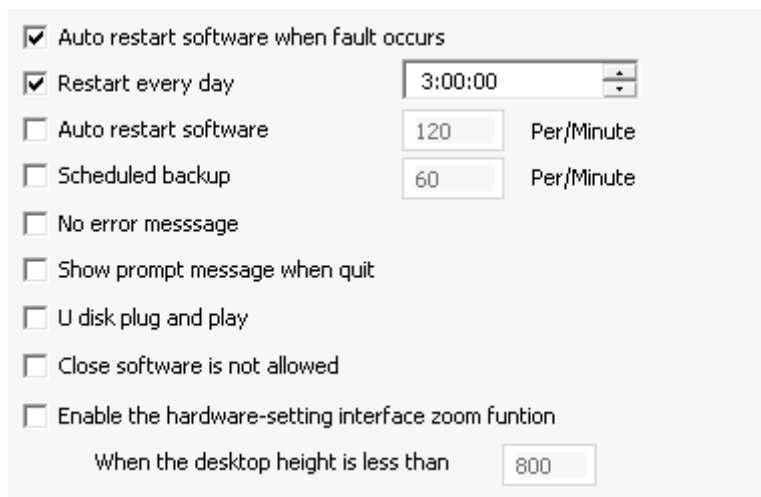
Humidity: the software will send you a fault alert when if the actual humidity value is larger than the one you set

3.2.4.6.4. Auto



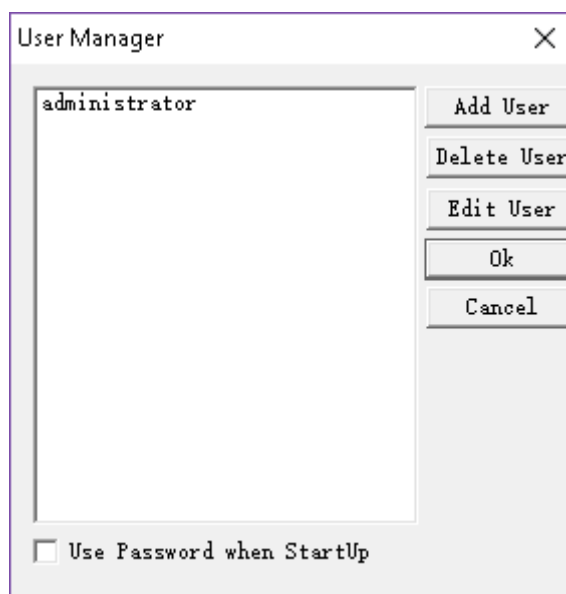
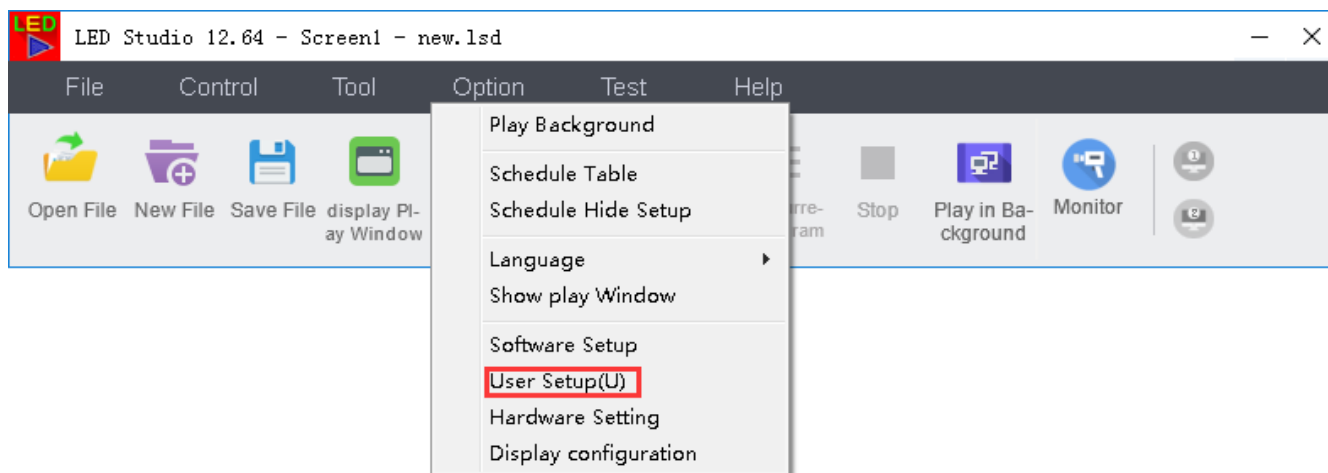
- Start When Windows Starts Up: open **LEDStudio** when Windows starts up
- Load File When Starting: Load .lsd file automatically when open LEDStudio
- Change Virtual/Real by Auto: for virtual **LED display**, playing letters in real-pixel mode for better visual effect, and playing image/video in virtual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

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

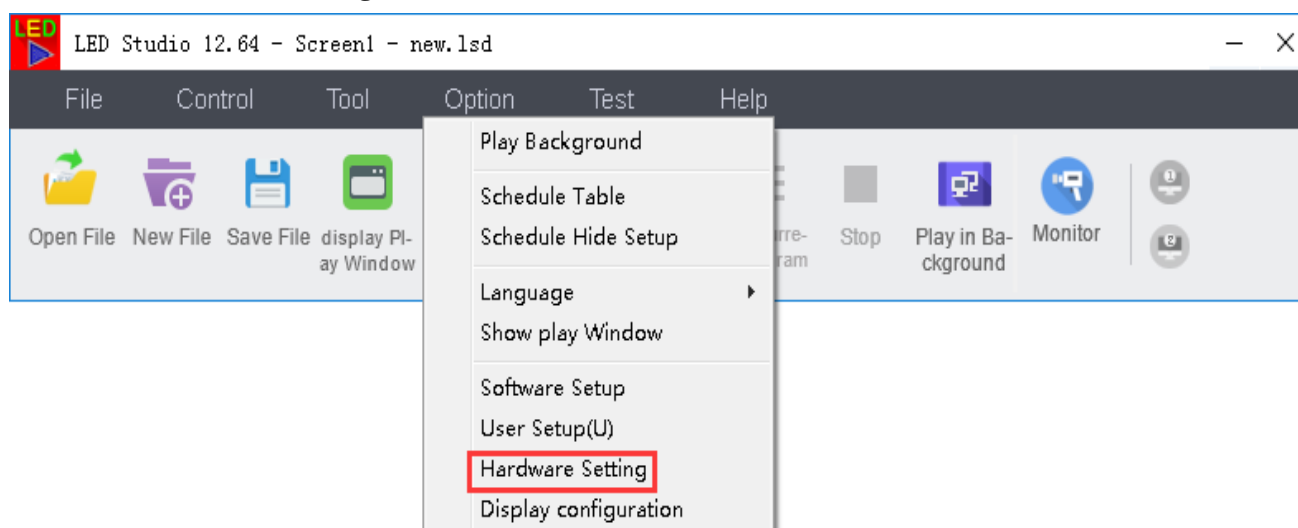
Edit User: to change password

OK: to confirm information

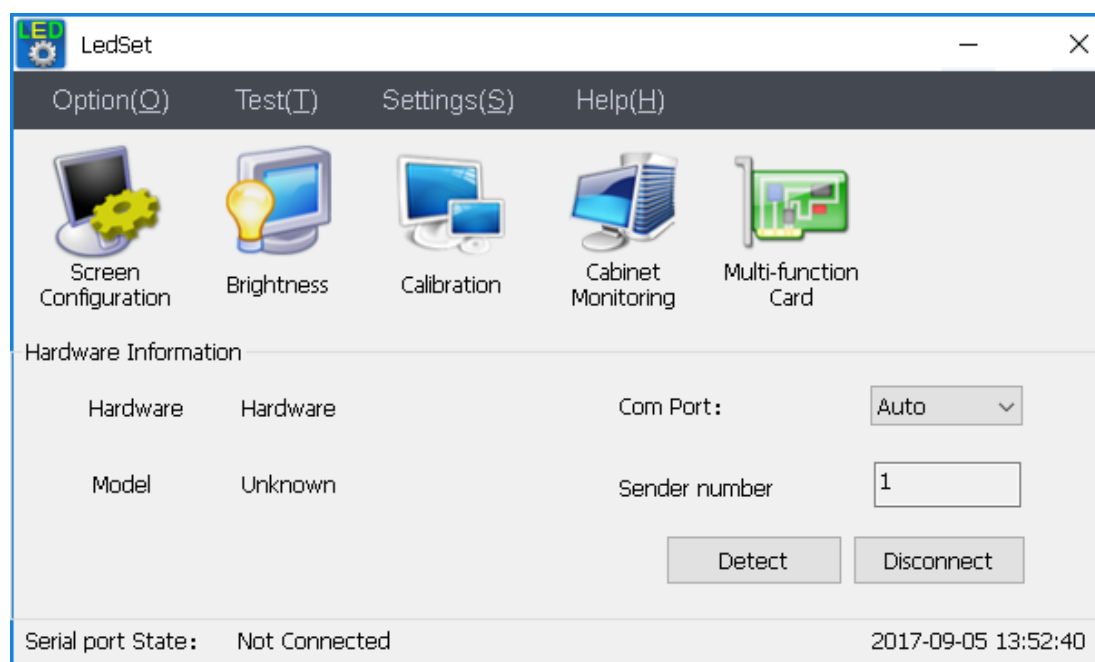
Cancel: to cancel operation

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

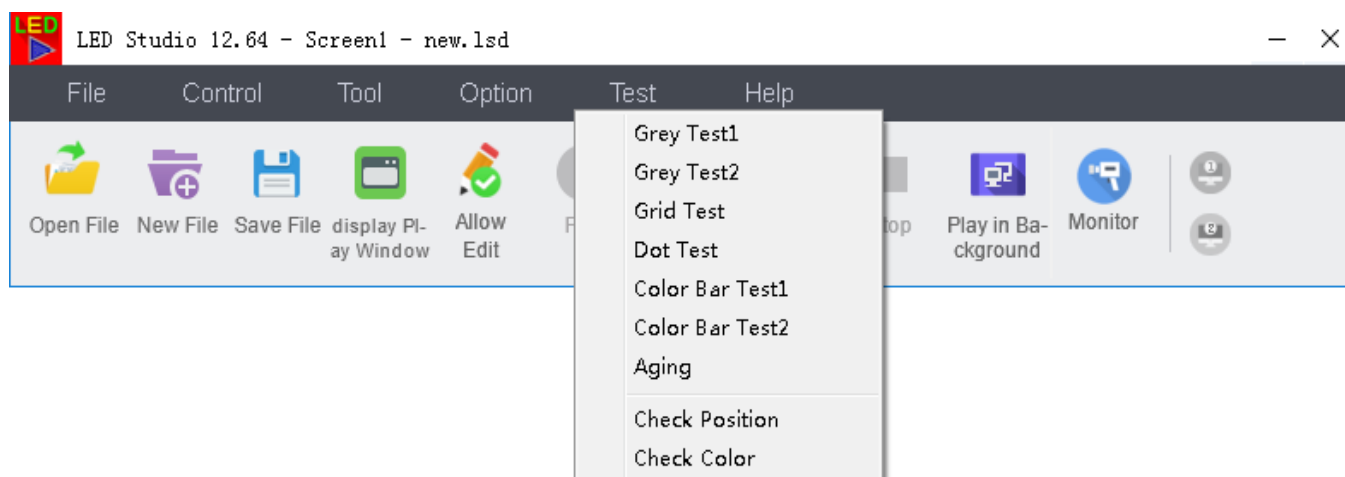
3.2.4.8. Hardware Setting



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 Background)

Grid X

Color

Background

Color Change

☐ No Change ☒ Two Color ☐ Three Color

Grid

Time ☐ Manual

Gap

☐ Horizontal Line ☐ Vertical Line

☒ Left Diagonal Line ☒ Right Diagonal Line

Last
Next
Exit

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

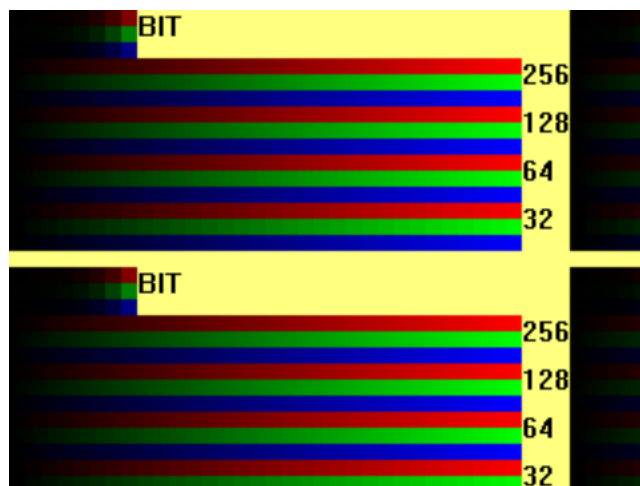
Right Diagonal: testing line runs in bias way

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 ✕

<input type="radio"/> Red	<input type="radio"/> White	<input type="button" value="OK"/>
<input type="radio"/> Green	<input type="radio"/> Red+Green	
<input checked="" type="radio"/> Blue	<input type="radio"/> Red+Green+Blue	

3.2.5.7. Aging

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

Aging ✕

Grid

☒ Test Time S

Spacing Moving time MS

☒ Horizontal Line ☒ Vertical Line

☒ Left Diagonal Line ☒ Right Diagonal Line

Color

<input checked="" type="checkbox"/> Color1	<input type="text" value=""/>	Time	<input type="text" value="5"/>	S
<input checked="" type="checkbox"/> Color2	<input type="text" value=""/>	Time	<input type="text" value="5"/>	S
<input checked="" type="checkbox"/> Color3	<input type="text" value=""/>	Time	<input type="text" value="5"/>	S
<input checked="" type="checkbox"/> Color4	<input type="text" value=""/>	Time	<input type="text" value="5"/>	S
<input checked="" type="checkbox"/> Color5	<input type="text" value=""/>	Time	<input type="text" value="5"/>	S
<input checked="" type="checkbox"/> Color6	<input type="text" value=""/>	Time	<input type="text" value="5"/>	S
<input checked="" type="checkbox"/> Color7	<input type="text" value=""/>	Time	<input type="text" value="5"/>	S
<input checked="" type="checkbox"/> Color8	<input type="text" value=""/>	Time	<input type="text" value="5"/>	S
<input checked="" type="checkbox"/> Color9	<input type="text" value=""/>	Time	<input type="text" value="5"/>	S
<input checked="" type="checkbox"/> Color10	<input type="text" value=""/>	Time	<input type="text" value="5"/>	S

Gray

☐ Test

☐ Red ☐ Green ☐ Blue ☐ White

Begin

Save

Load

Exit

Aging

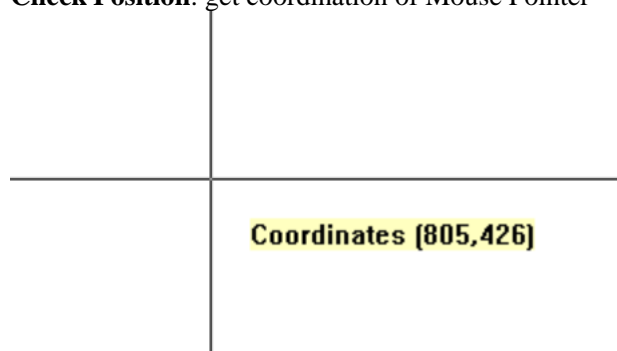
0: 0: 0

Number

0

3.2.5.8. Check Position

Check Position: get coordination of Mouse Pointer

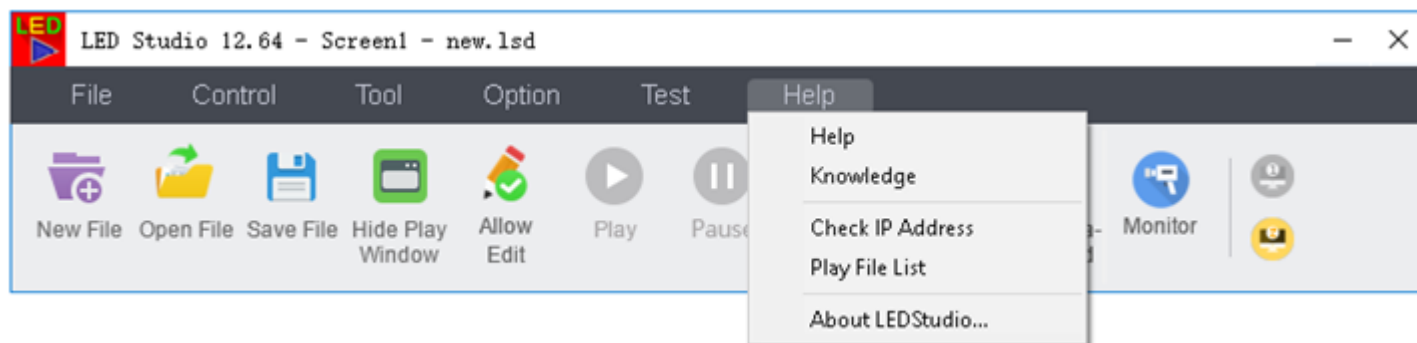


3.2.5.9. Check Color

Check Color: get RGB value

RGB[255,255,255]

3.2.6. Help Menu



3.2.6.1. Help

Help: activate the LEDStudio manual

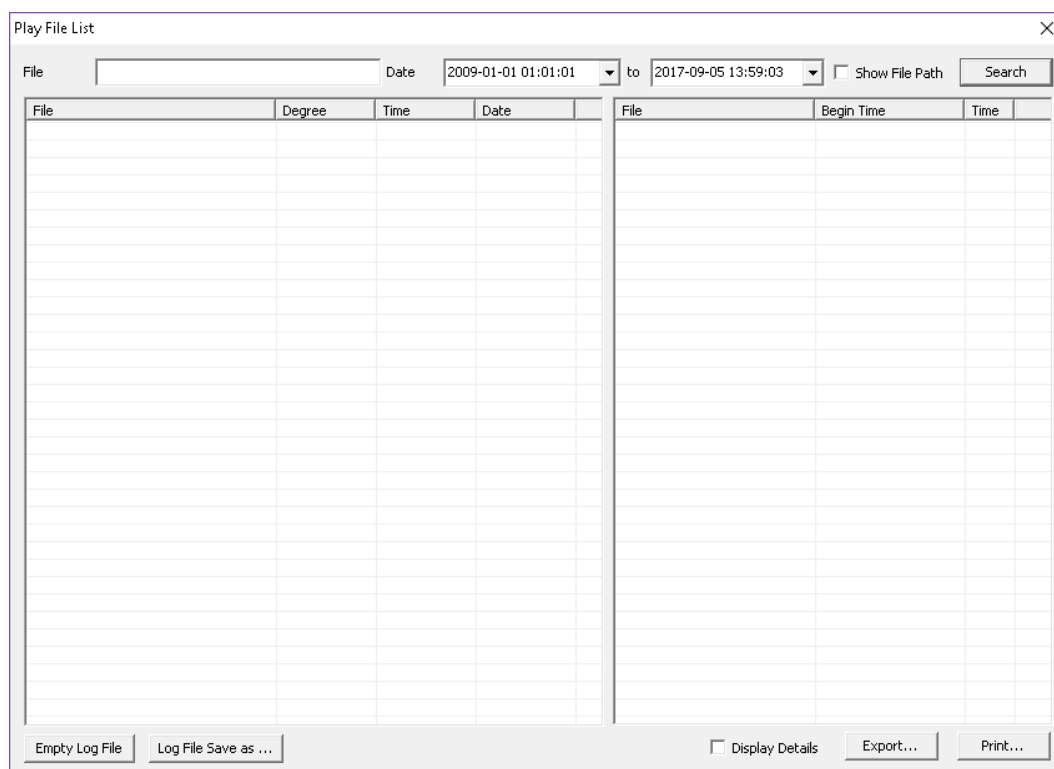
3.2.6.2. Knowledge

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



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

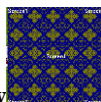
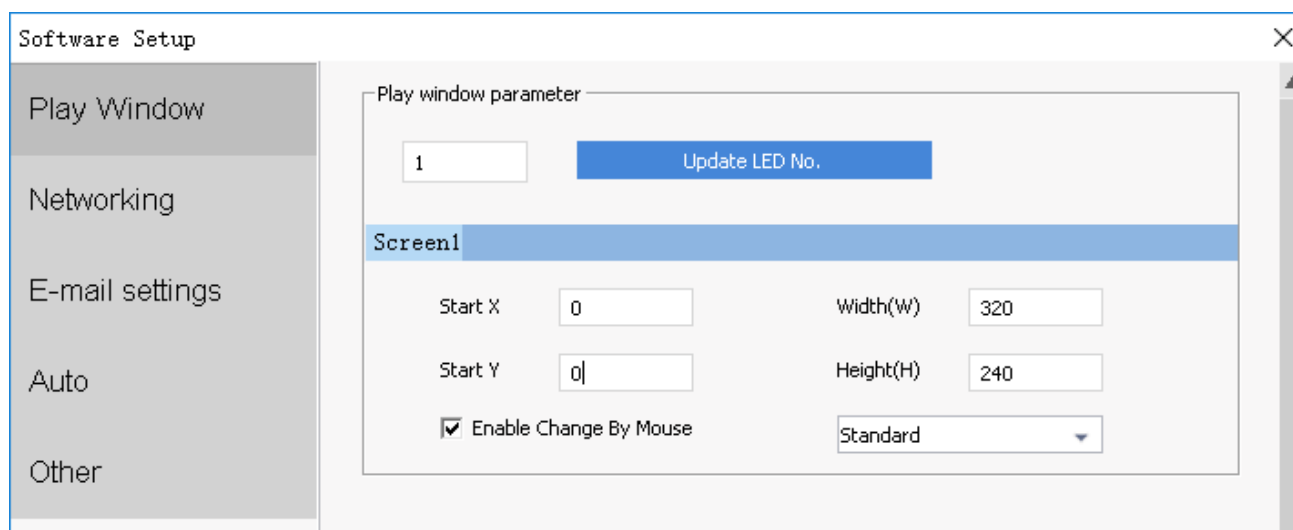
Display detail: when export or print the search result, including the info of **Begin time** and **Time** (12.43 version, it always shows details when **Print** or **Export**)

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

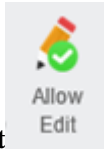


1) Go to **Option->Software setup->Set the Play Window** the same size as that of **LED Screen**.

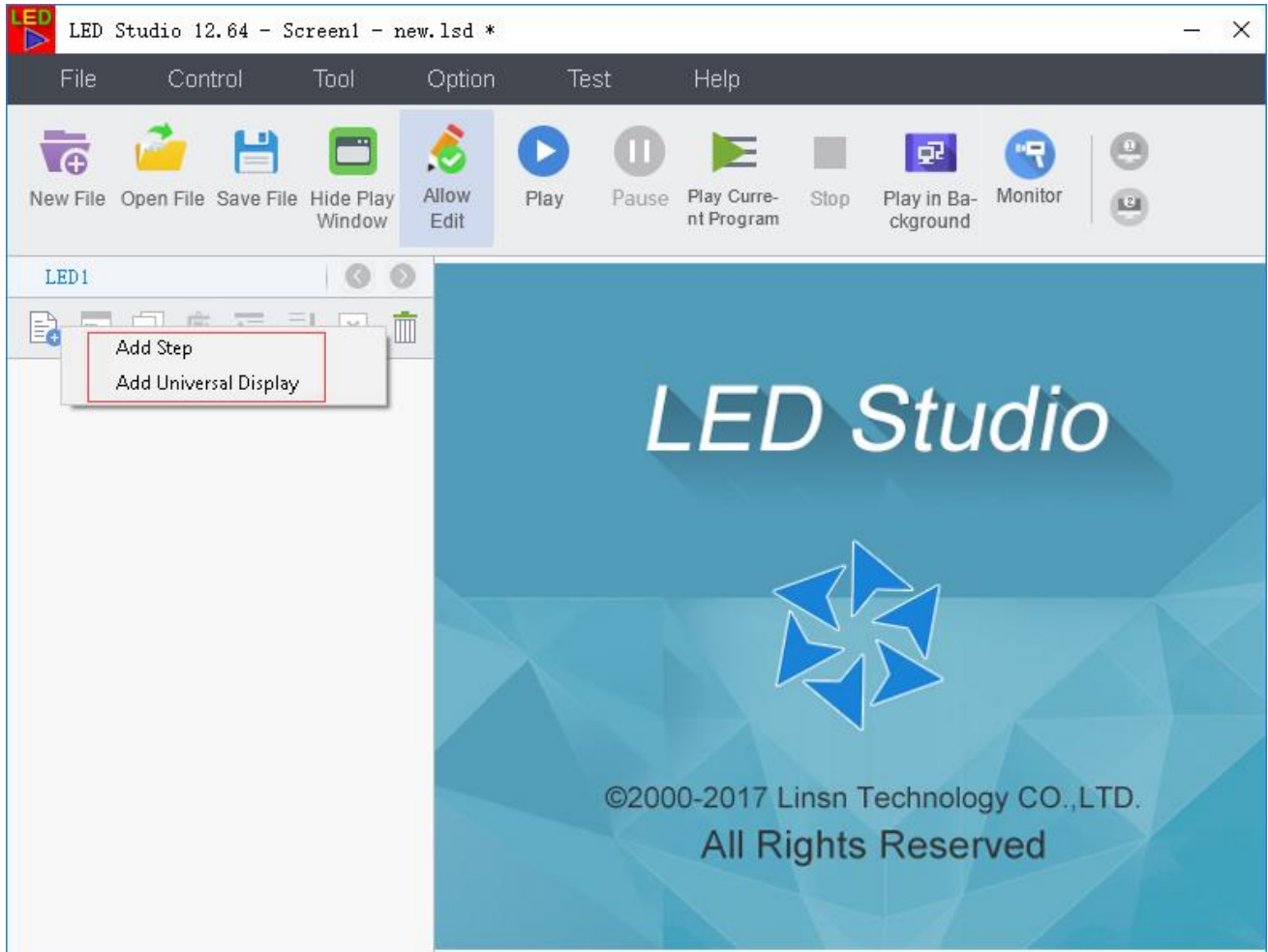
Start X and **Start Y** is (0, 0); **Width & Height**

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



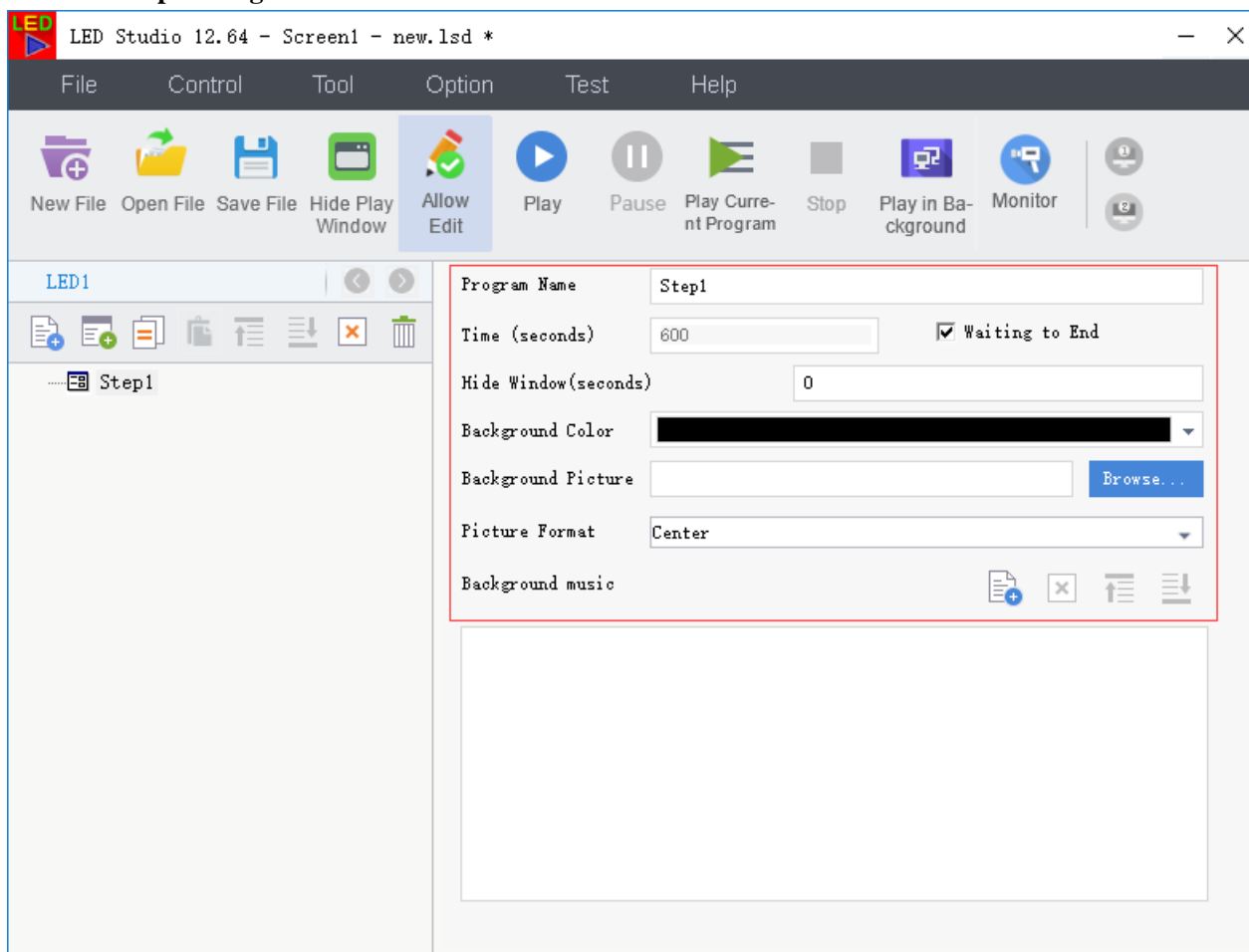
Add Step: Loop all the videos and pictures in the program

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**

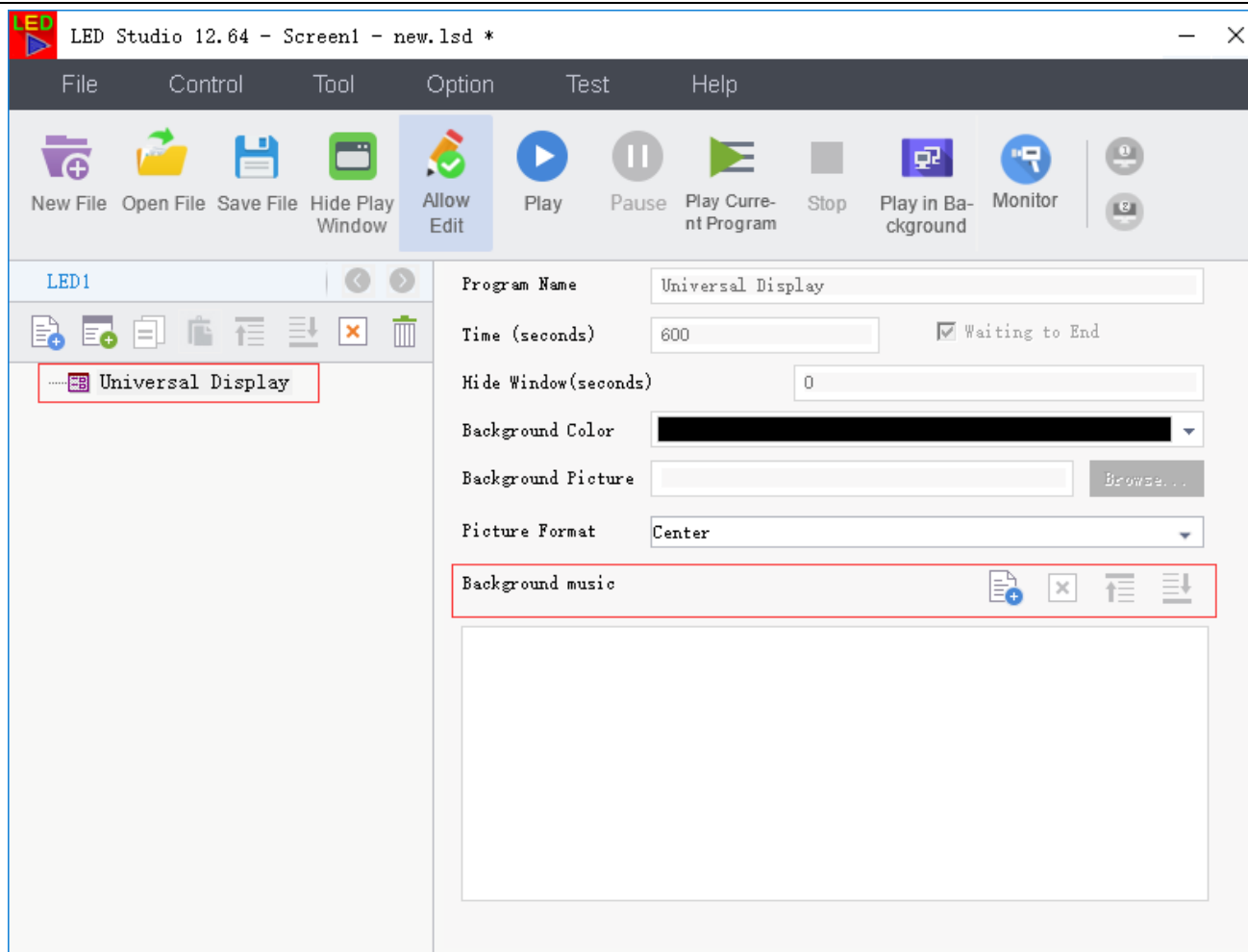
Background: Background picture of **Play Window**


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)

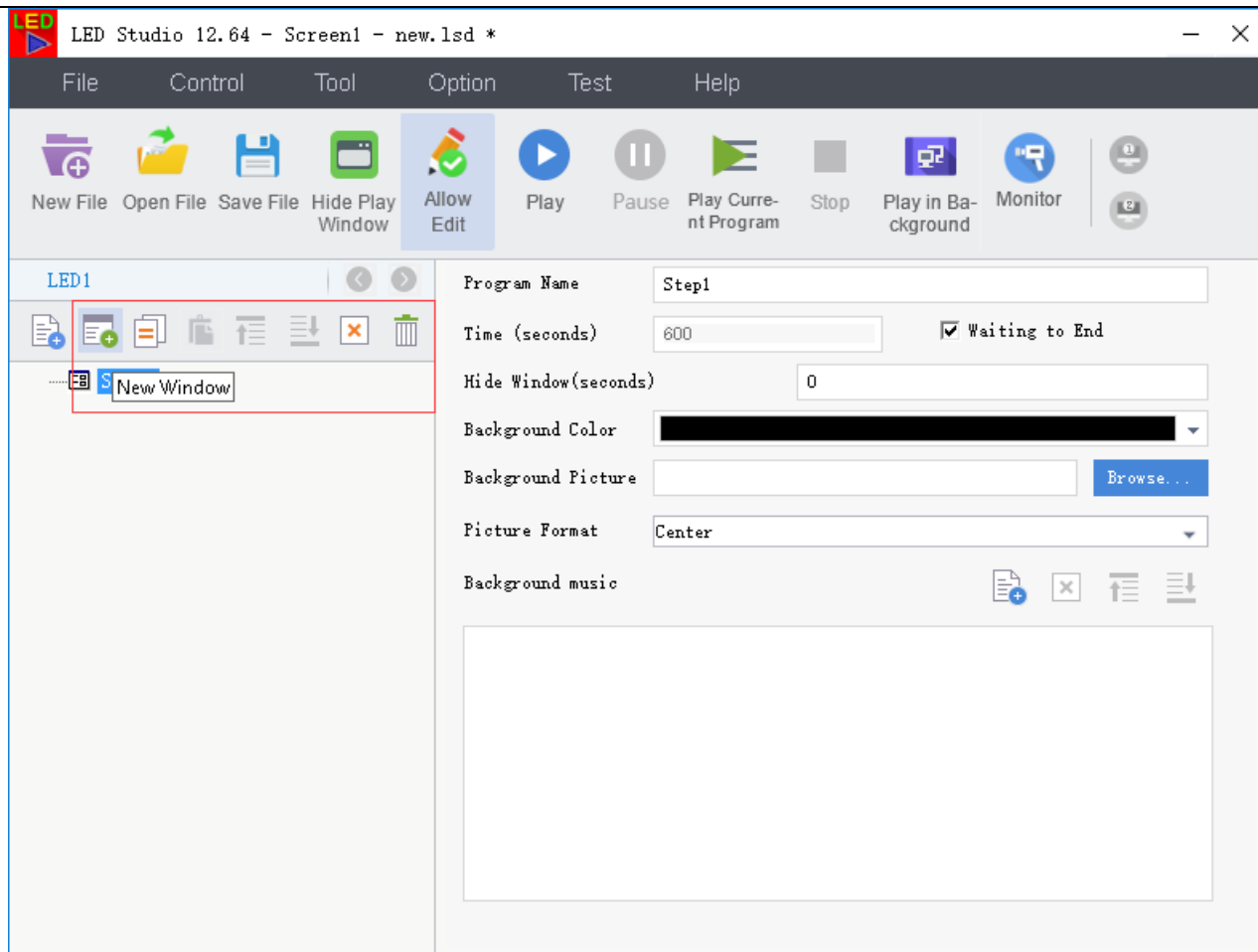


To delete a program page, use the delete button .

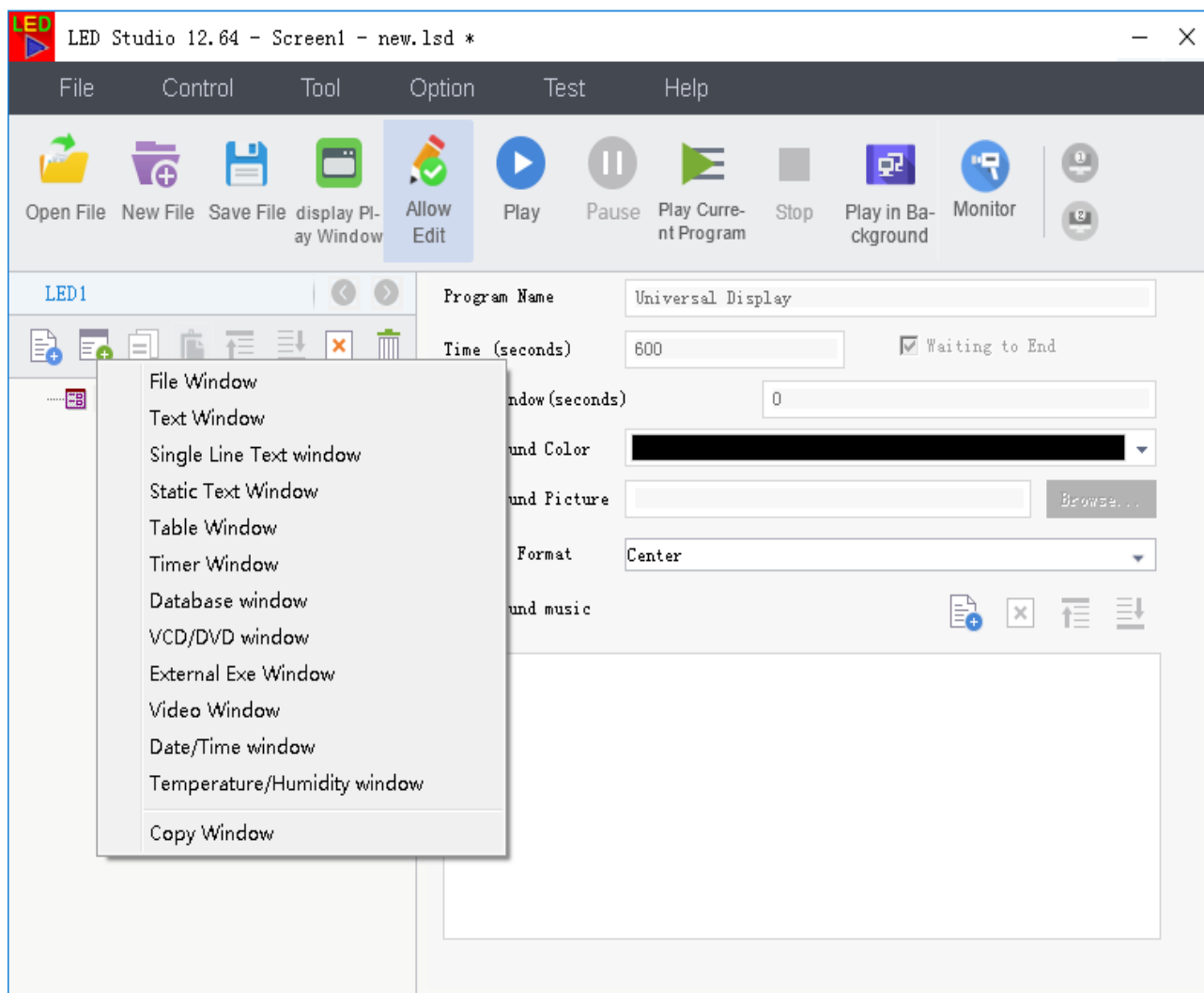
To change the order of page, use the moving button , .

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 

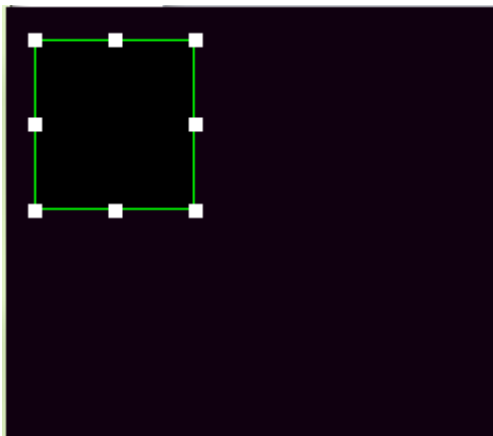


Important Notes:

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**

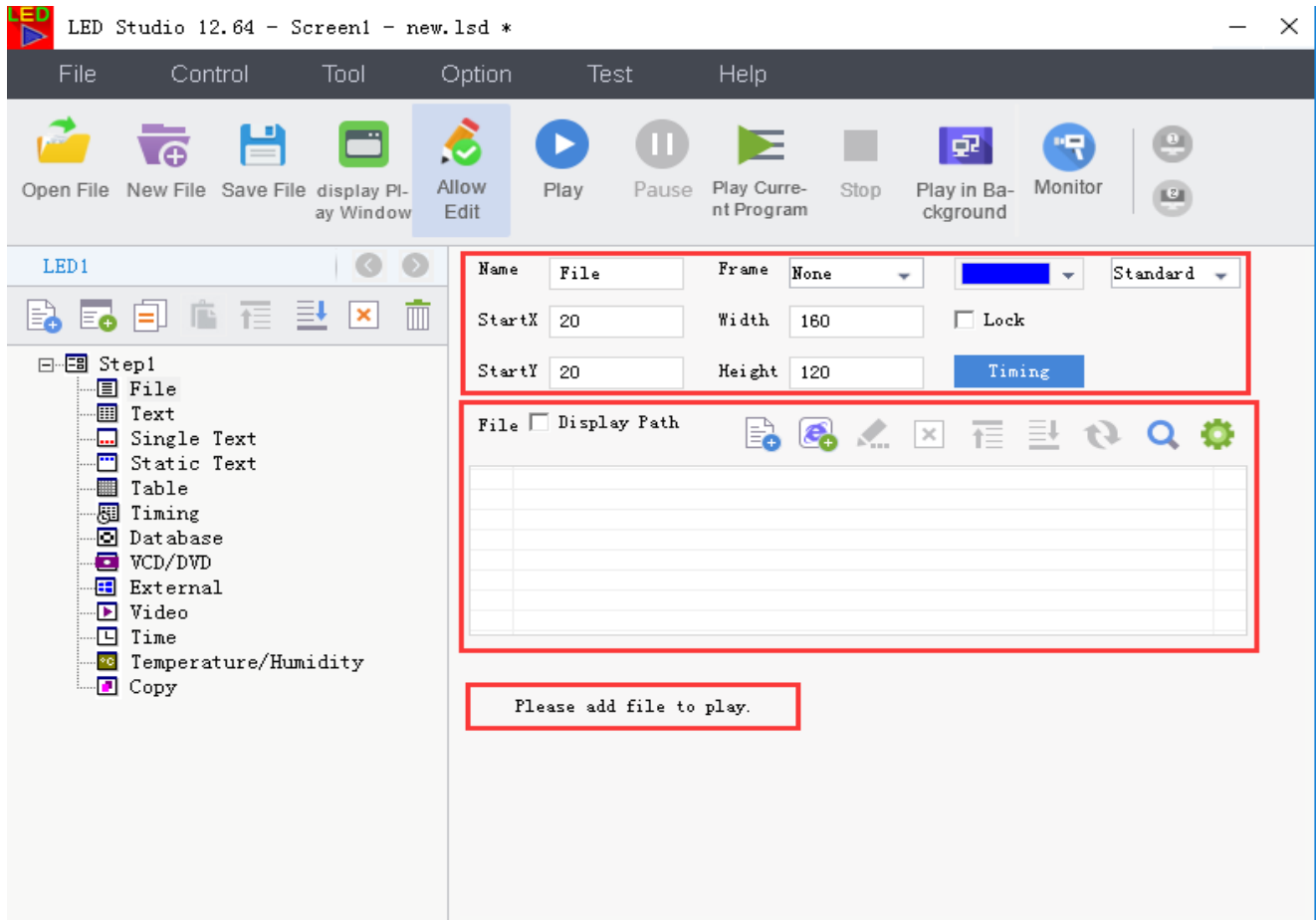
Timer: designed for **Time Window**.

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.

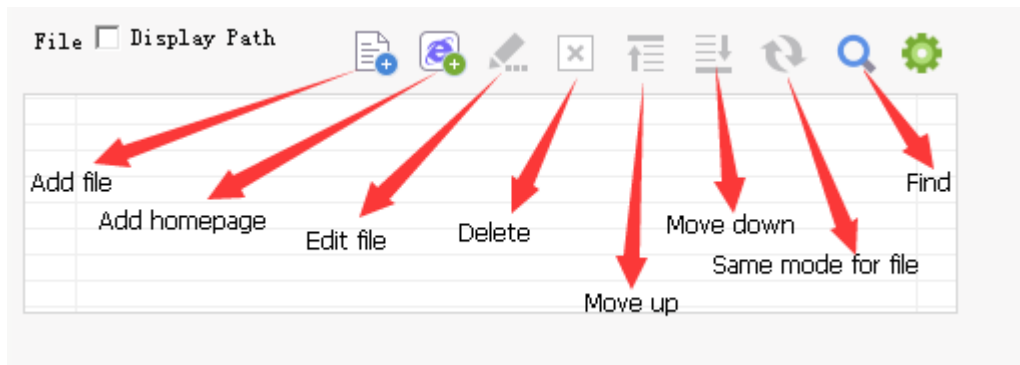


3.3.3.1.1. File(s) Showing Area Settings

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

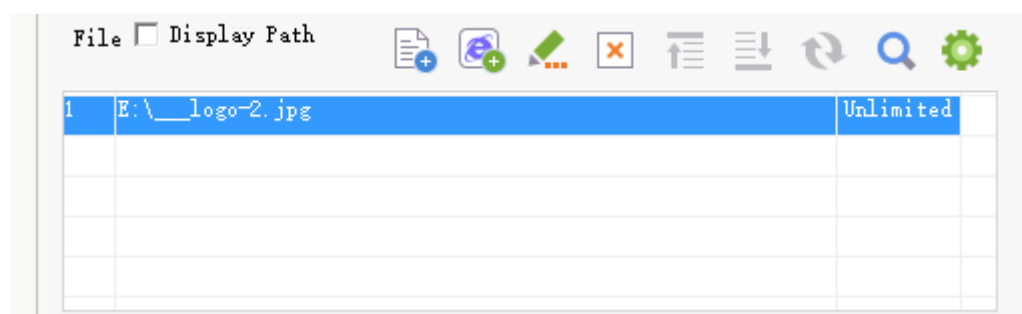
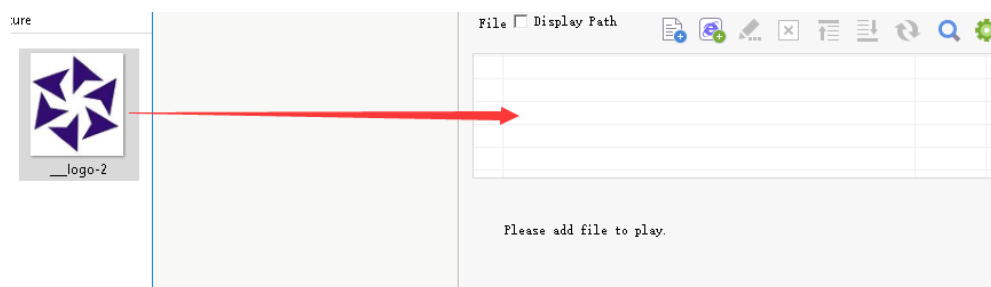
Delete: delete the selected file

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

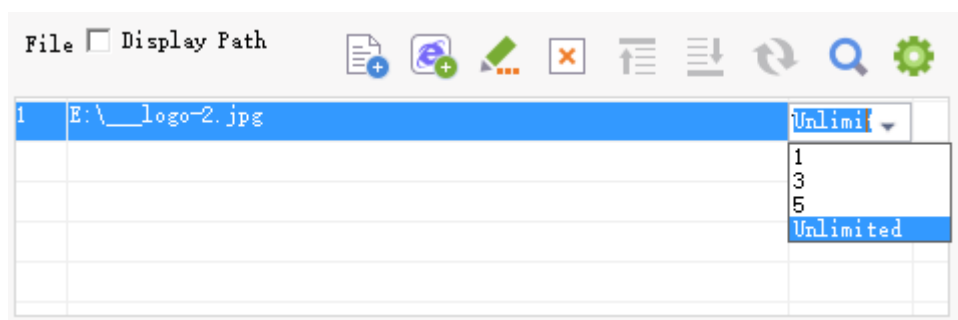
Find: find file(s) in the list

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.

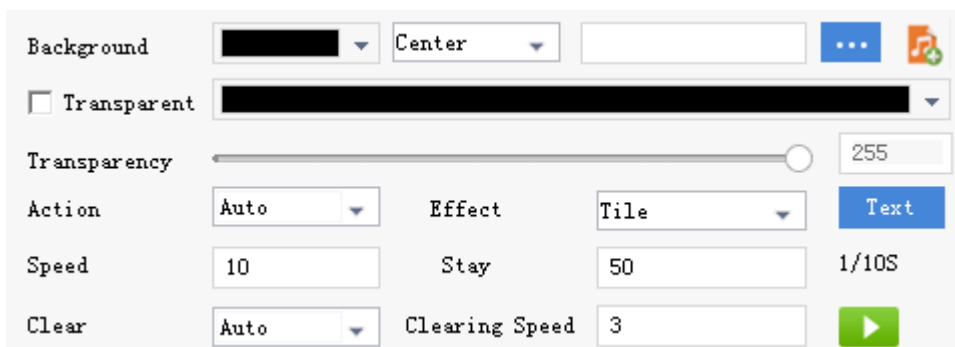


3.3.3.1.3. File Playing Settings

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



Background: [Color Picker] [Center] [] [] []

☐ Transparent [Color Picker]

Transparency: [Slider] [255]

Action: [Auto] Effect: [Tile] [Text]

Speed: [10] Stay: [50] 1/10S

Clear: [Auto] Clearing Speed: [3] [Play]

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

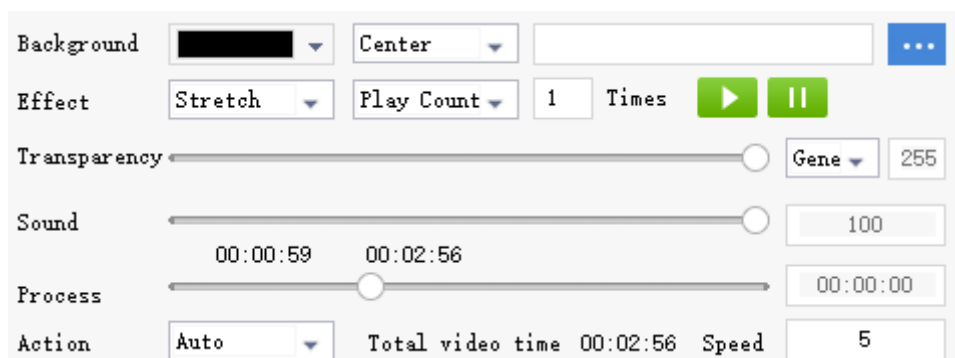
Speed: file coming in speed. The larger the value, the slower the speed

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



Background: [Color Picker] [Center] [] [] []

Effect: [Stretch] [Play Count] [1] Times [Play] [Pause]

Transparency: [Slider] [Gene] [255]

Sound: [Slider] [100]

Process: [Slider] [00:00:00]

Action: [Auto] Total video time 00:02:56 Speed: [5]

Background: background color of **Showing Area**

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

Effect: Stretch/ Center/Zoom effect



: test play

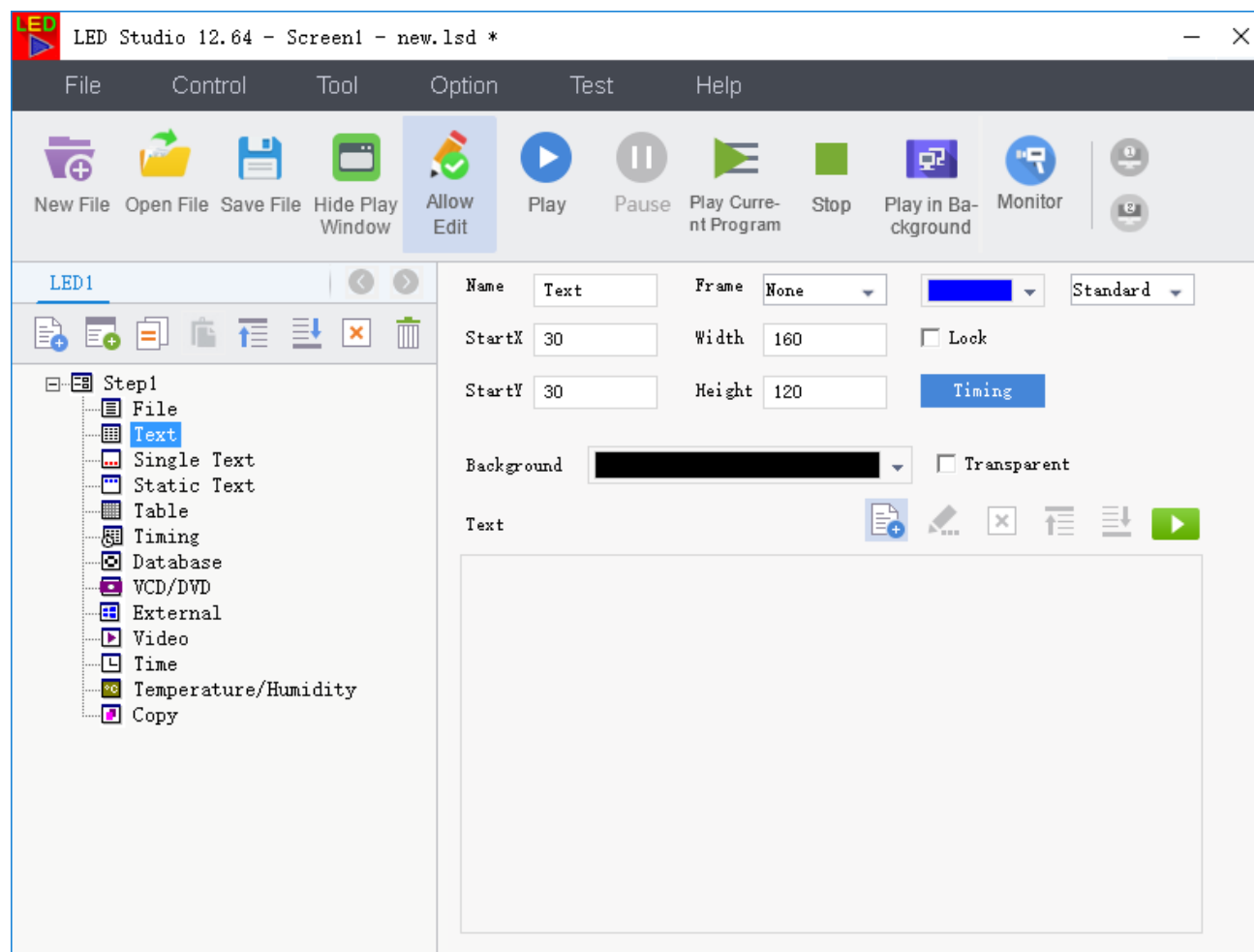
Sound: adjustment for the sound of the video, ranging from 0 to 100.

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

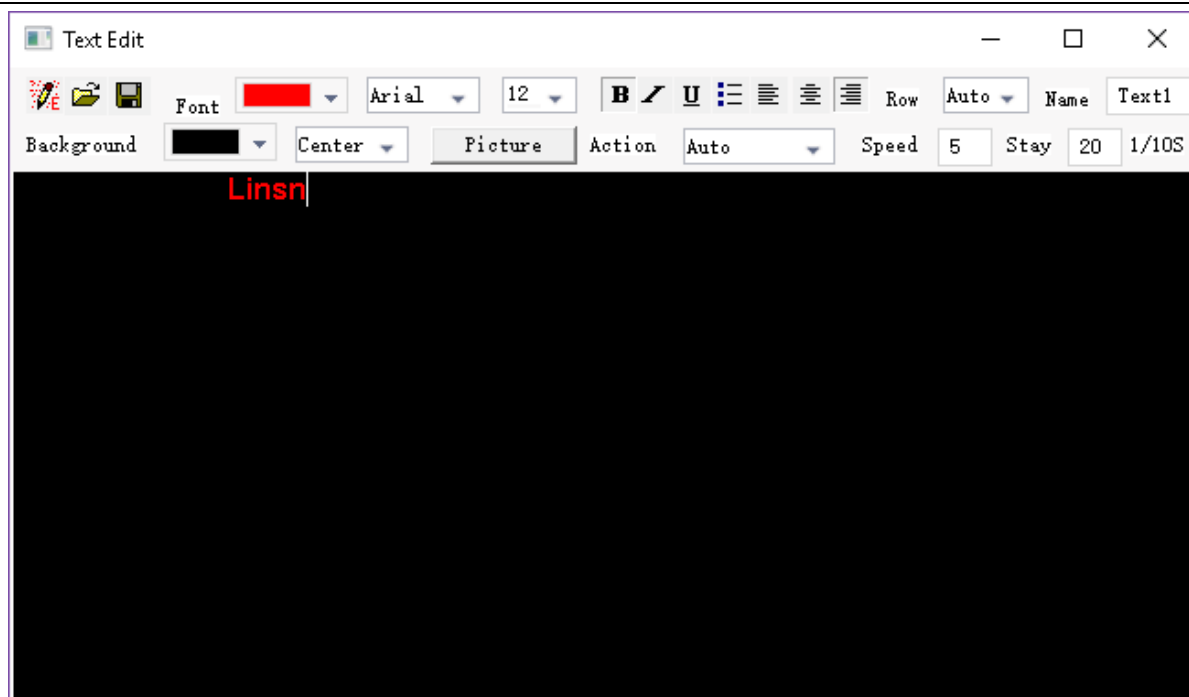
3.3.3.2. Text Window




Transparent: set the Showing Area background color to transparent


Add Text


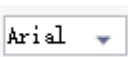












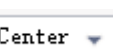
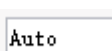
Edit  : show/hide the text window

Open  : open a .txt file

Save  : save as .txt file

Font settings: Font  Arial  12  **B**   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

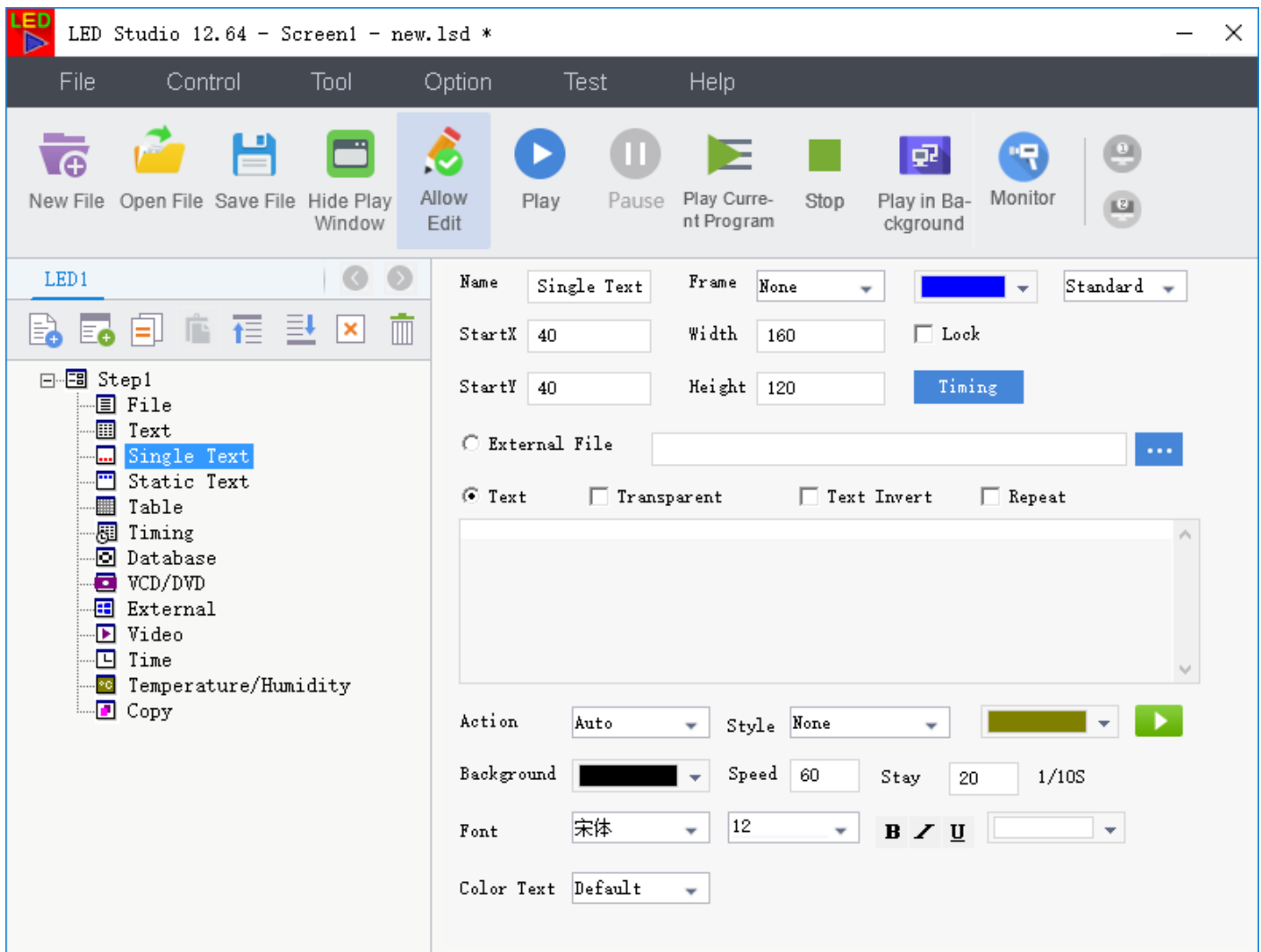
Action: action for background picture

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

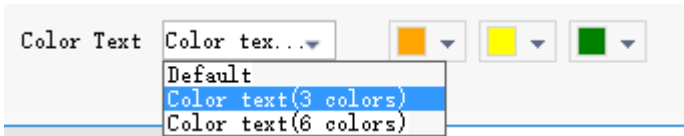
Font: Font settings for text

Text invert: abc ---- cba

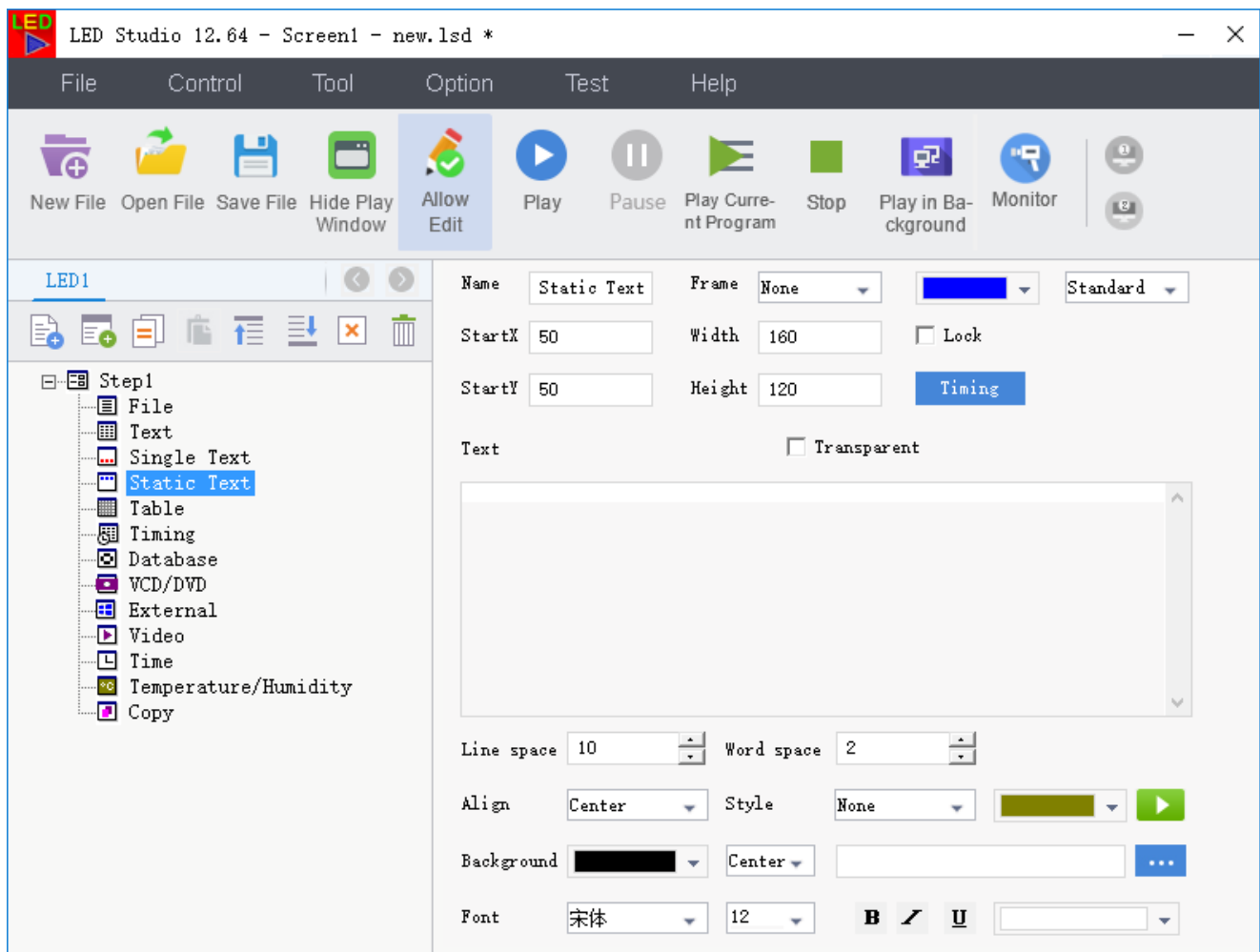
Repeat: abc---abcbcabcbcabcb

Official website: www.linsn.com

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



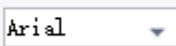
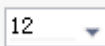

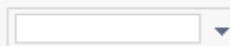
: test play

Background: Background  Center  

Background color

...: add background picture

Center/zoom/stretch/tile for background picture

Font settings: Font  12  **B**  U 

3.3.3.5. Table Window

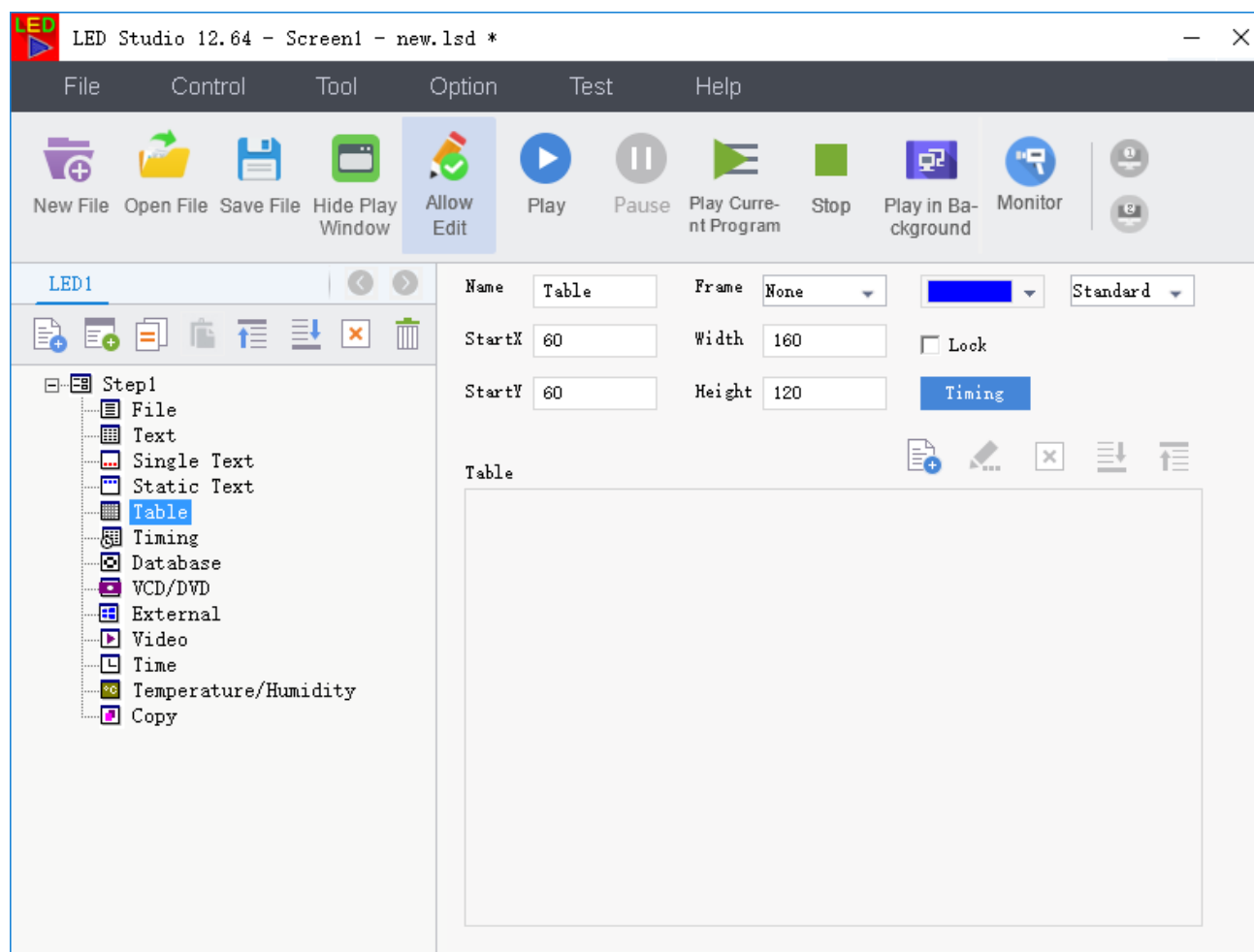


Table Window: Used for editing the play list data.

Add Table 

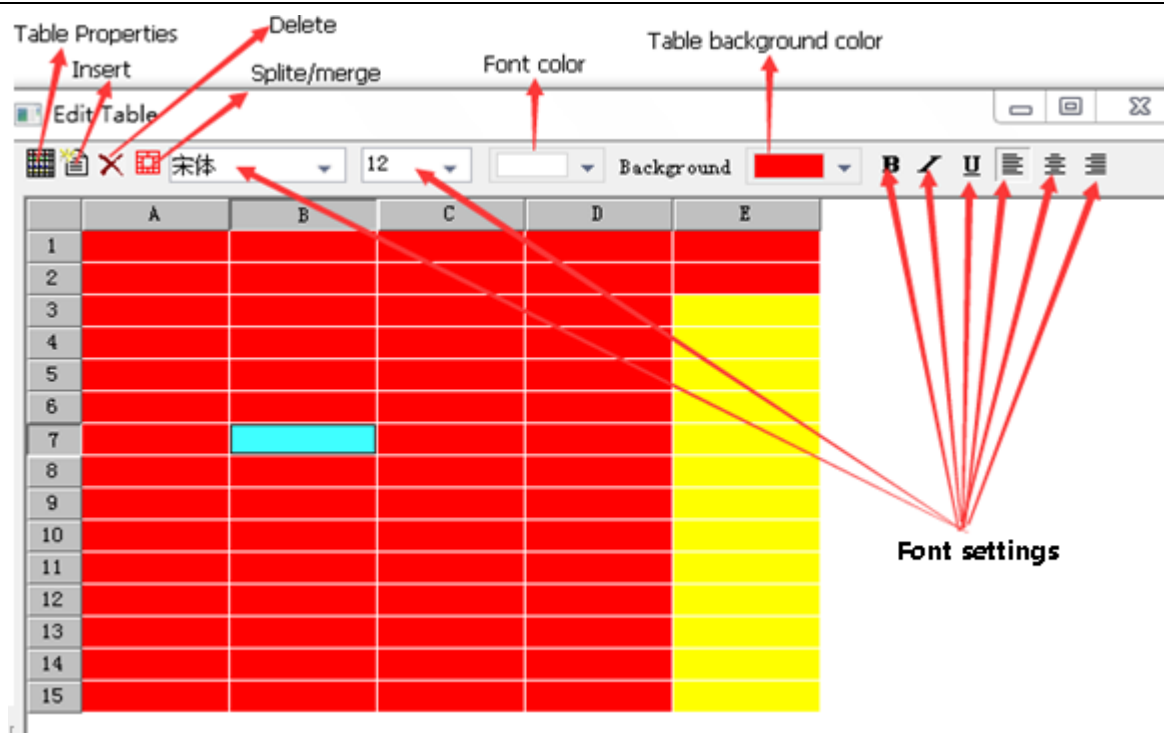
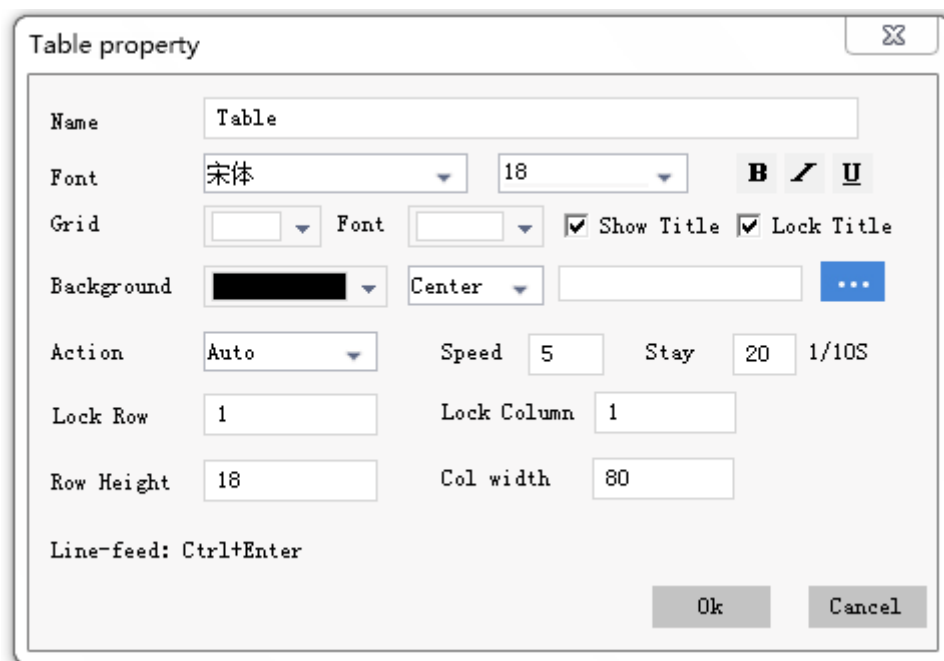


Table Properties:



Name: Title name of the table

Official website: www.linsn.com

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.

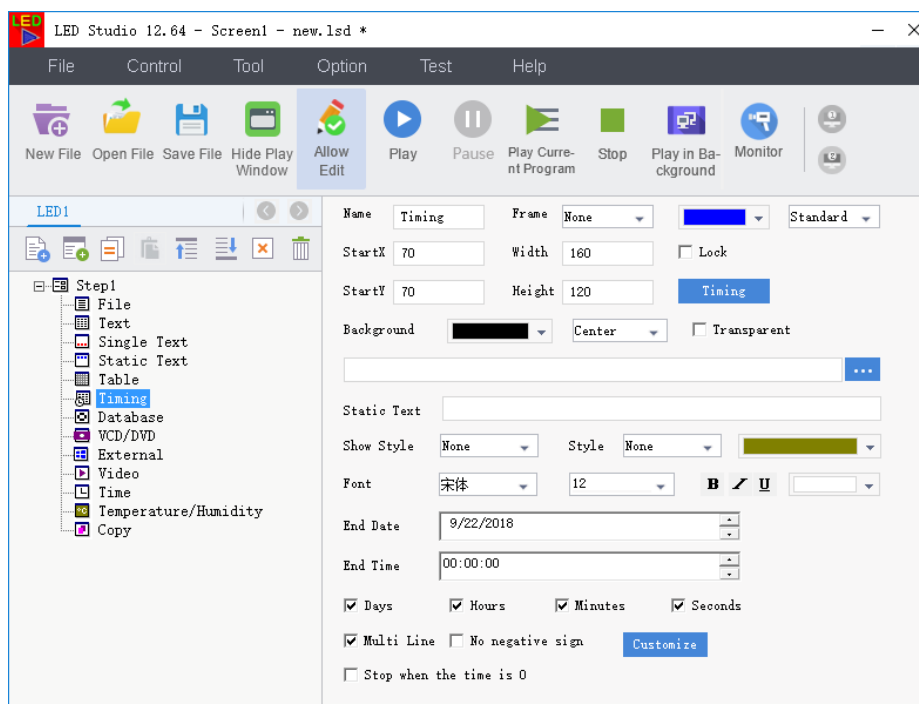
Lock Column: for example, Lock Column 2, the second column will stay. This only works in Left/Right Action effects.

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

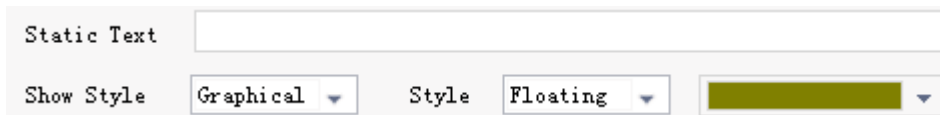


Background: background color for Timer

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.

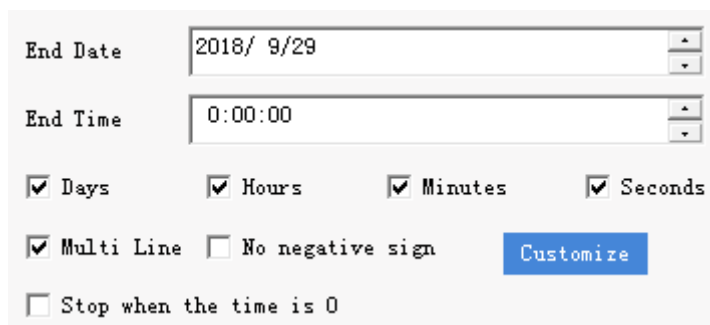


Static Text: text input

Style: add effects to text and color for effect



Font 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

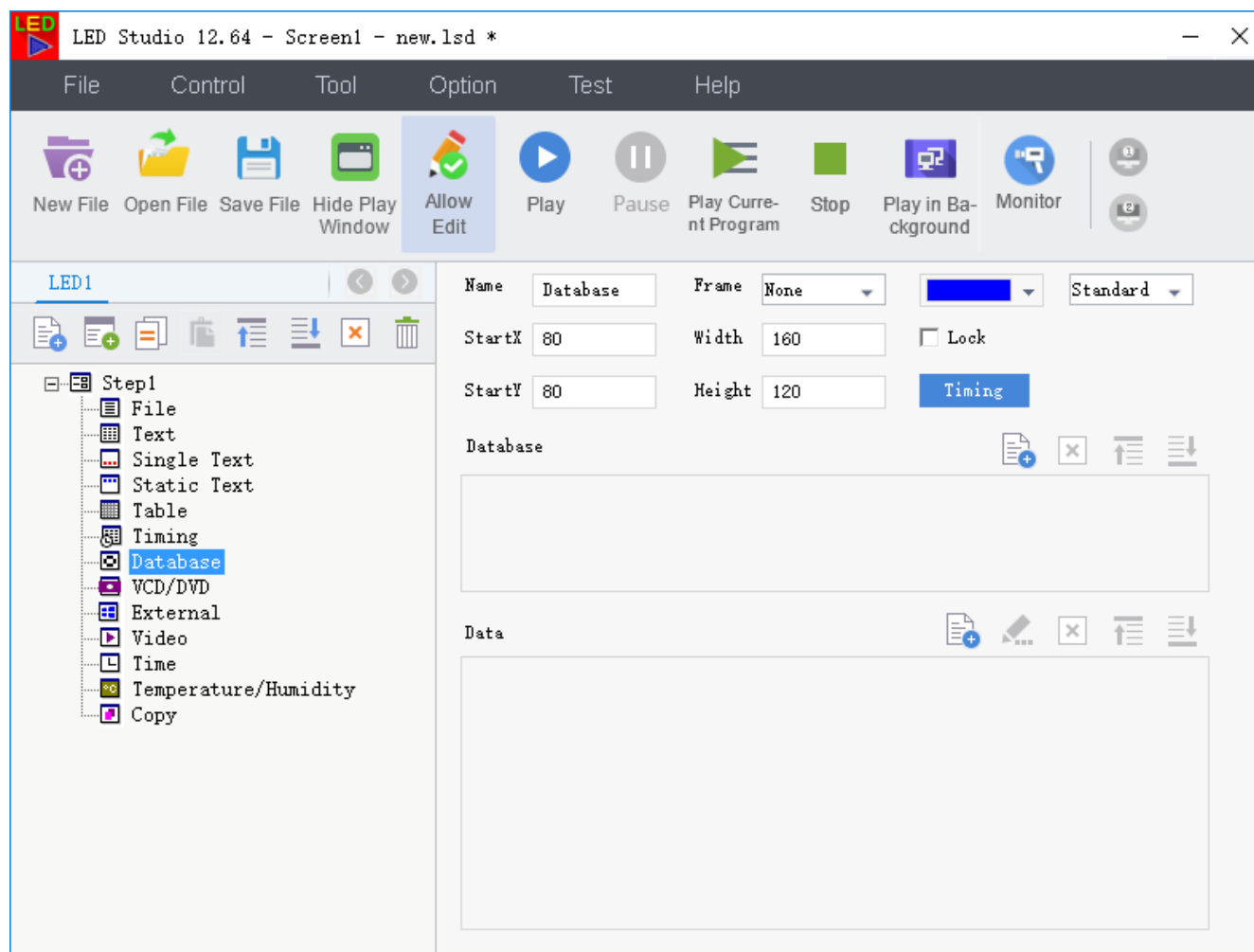
No negative sign: when countdown pass the End Time, do not show the – in the timer.

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

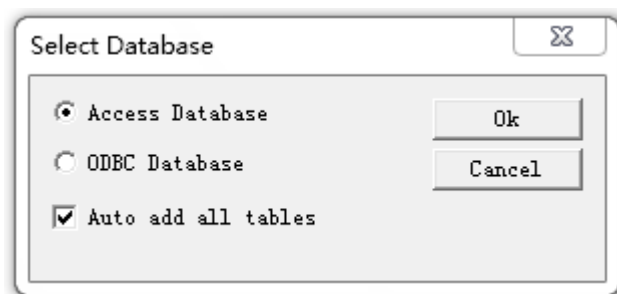
Customize: customize the time format for countdown

3.3.3.7. Database Window

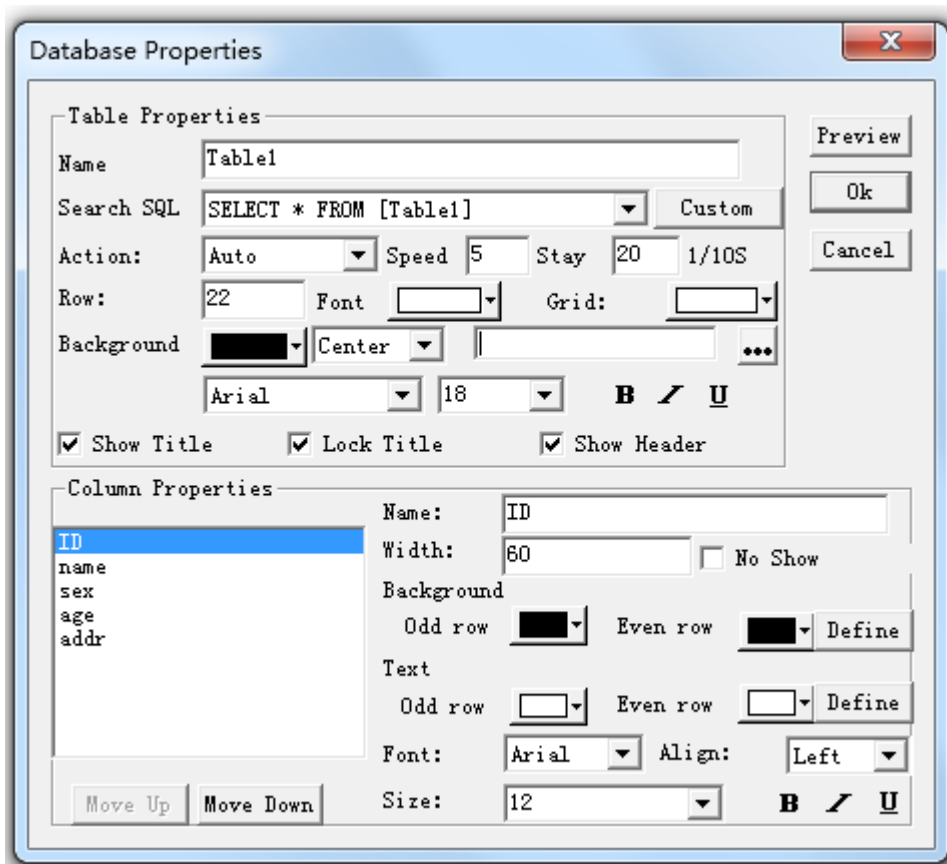
Database window: it is used to play ACCESS database and ODBC driver data base.



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 Grid:

Background: Center

Font: Arial 18 B I U

☒ Show Title ☒ Lock Title ☒ Show Header

Column Properties

ID

Name: ID

Width: 60 No Show

Background

Odd row Even row Define

Text

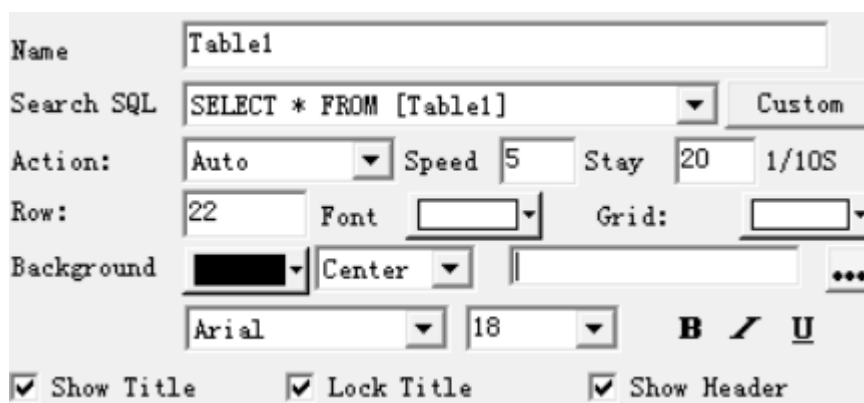
Odd row Even row Define

Font: Arial Align: Left

Size: 12 B I U

Move Up Move Down

Table Properties



Name: Table1

Search SQL: SELECT * FROM [Table1] Custom

Action: Auto Speed 5 Stay 20 1/10S

Row: 22 Font Grid:

Background: Center

Font: Arial 18 B I U

☒ 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**

Official website: www.linsn.com

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: 

Show title: hide/show Table title

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

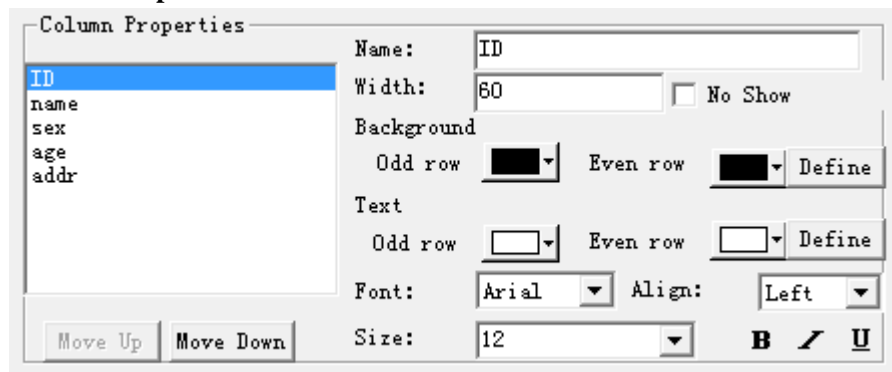
Show header: show/hide the **Column** header



The image shows a table titled "Table1" on a black background. The table has two columns. The first column is labeled "ID" and the second column is labeled "LedStu". The first row contains the values "1" and "LedStu". Red lines point to the title "Table1" and the column header "ID".

ID	LedStu
1	LedStu

Column Properties

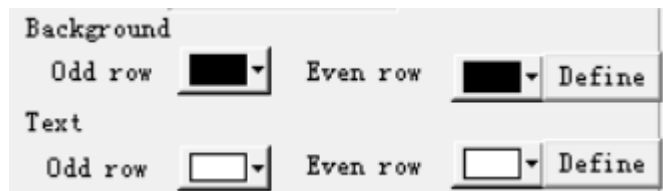


The image shows the "Column Properties" dialog box. The "Name" field is set to "ID". The "Width" field is set to "60". The "Background" section has "Odd row" and "Even row" color pickers, both set to black, and a "Define" button. The "Text" section has "Odd row" and "Even row" text color pickers, both set to white, and a "Define" button. The "Font" section has a font family of "Arial", a size of "12", and an alignment of "Left". There are "Move Up" and "Move Down" buttons at the bottom left.

Name: column name

Width: column width in pixels

No Show: hide the selected column



The image shows the "Background" and "Text" sections of the "Column Properties" dialog box. The "Background" section has "Odd row" and "Even row" color pickers, both set to black, and a "Define" button. The "Text" section has "Odd row" and "Even row" text color pickers, both set to white, and a "Define" button.

Background odd: background color of column header

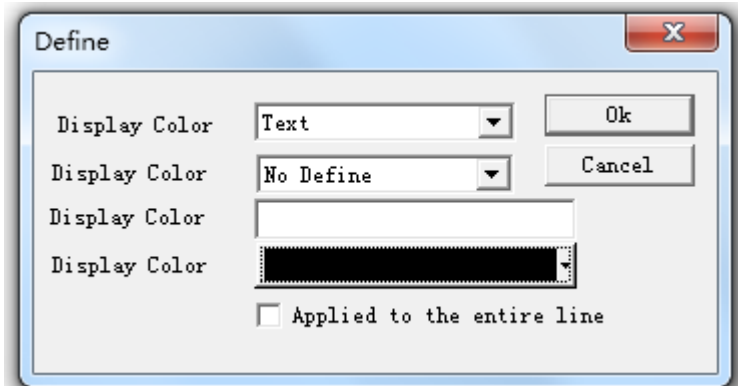
Background even: background color of column data

Official website: www.linsn.com

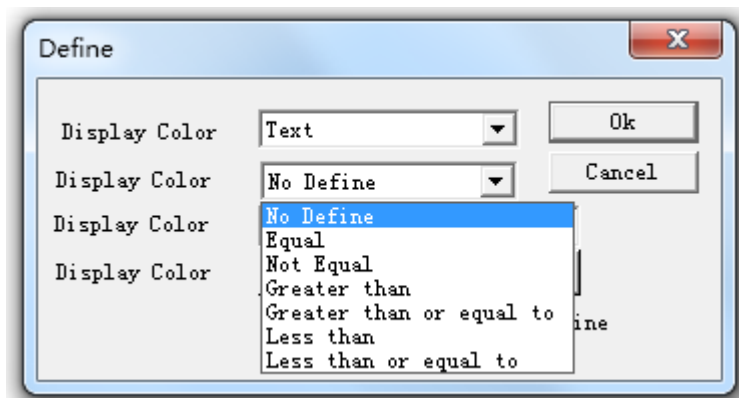
Text odd: column header font color

Text even: column data font color

Define: define a rule to apply color

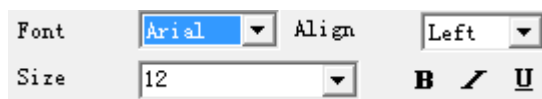


The 'Define' dialog box has a title bar with a close button (X). It contains four 'Display Color' labels, each followed by a dropdown menu. The first dropdown is set to 'Text', the second to 'No Define', the third is empty, and the fourth shows a black color swatch. To the right of these are 'Ok' and 'Cancel' buttons. At the bottom, there is a checkbox labeled 'Applied to the entire line' which is currently unchecked.



This 'Define' dialog box is identical to the one above, but the third dropdown menu is open, displaying a list of options: 'No Define' (highlighted in blue), 'Equal', 'Not Equal', 'Greater than', 'Greater than or equal to', 'Less than', and 'Less than or equal to'. The 'Ok' and 'Cancel' buttons are still visible to the right.

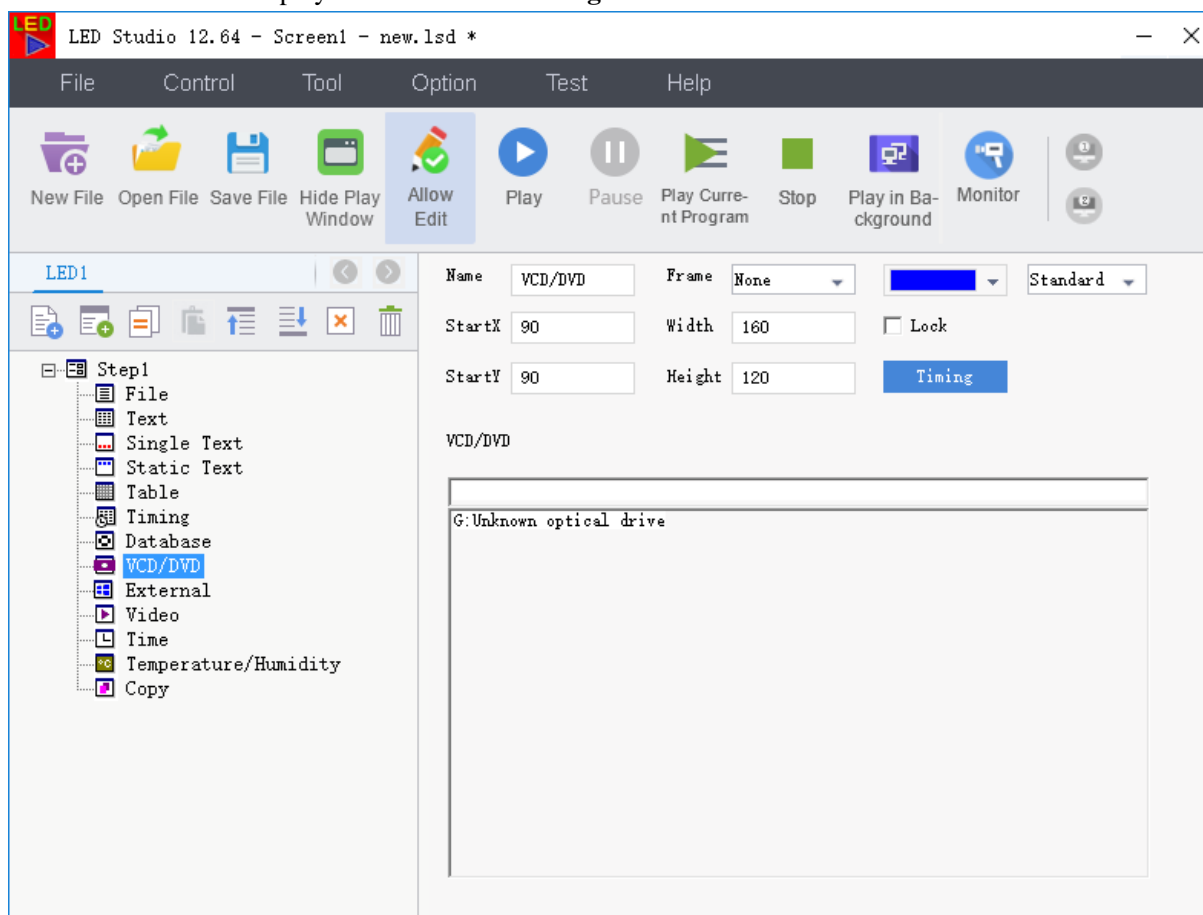
Font settings of selected column:



The font settings toolbar includes a 'Font' dropdown set to 'Arial', an 'Align' dropdown set to 'Left', and a 'Size' dropdown set to '12'. To the right of these are three icons: a bold 'B', an italicized 'I', and an underlined 'U'.

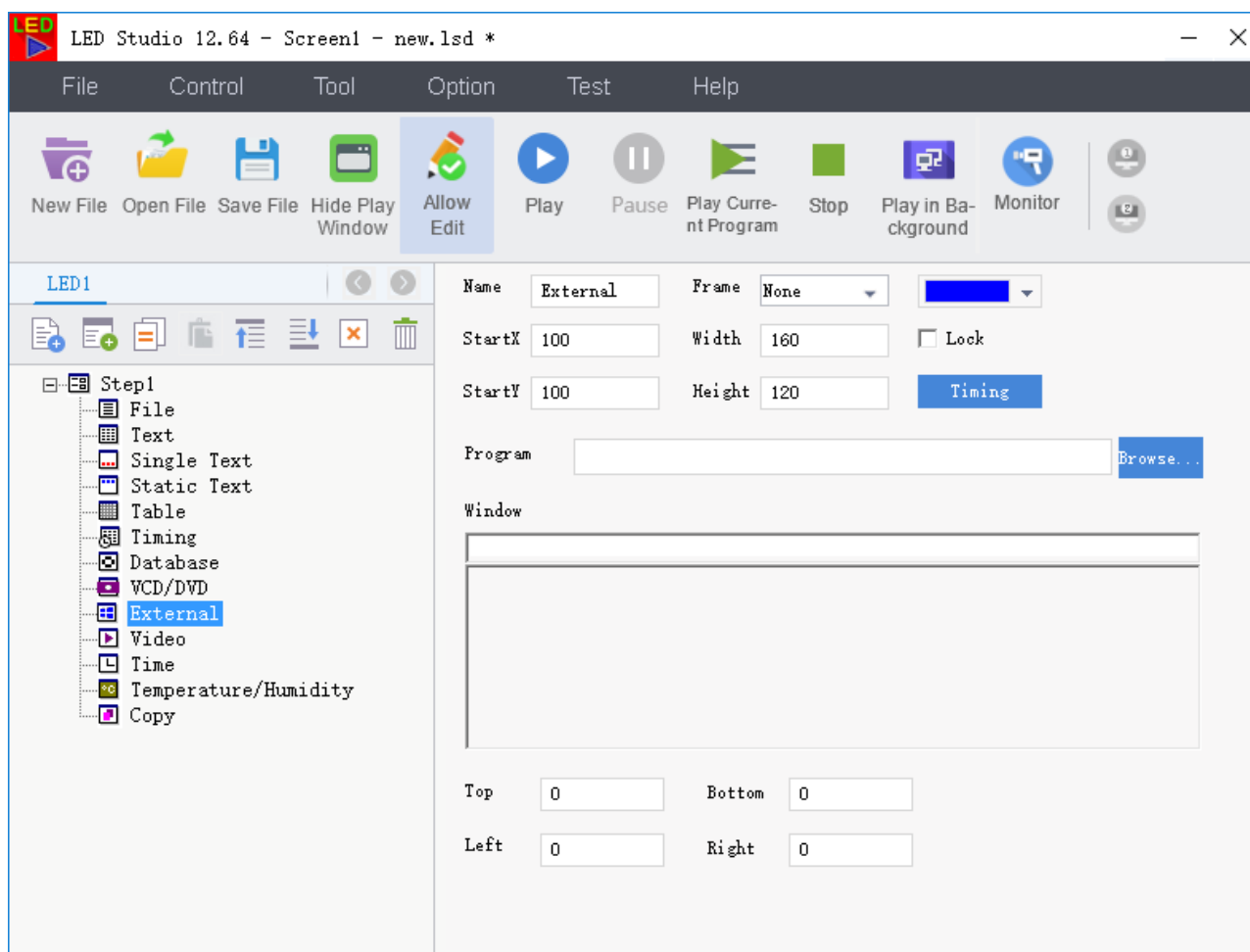
3.3.3.8. VCD/DVD Window

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



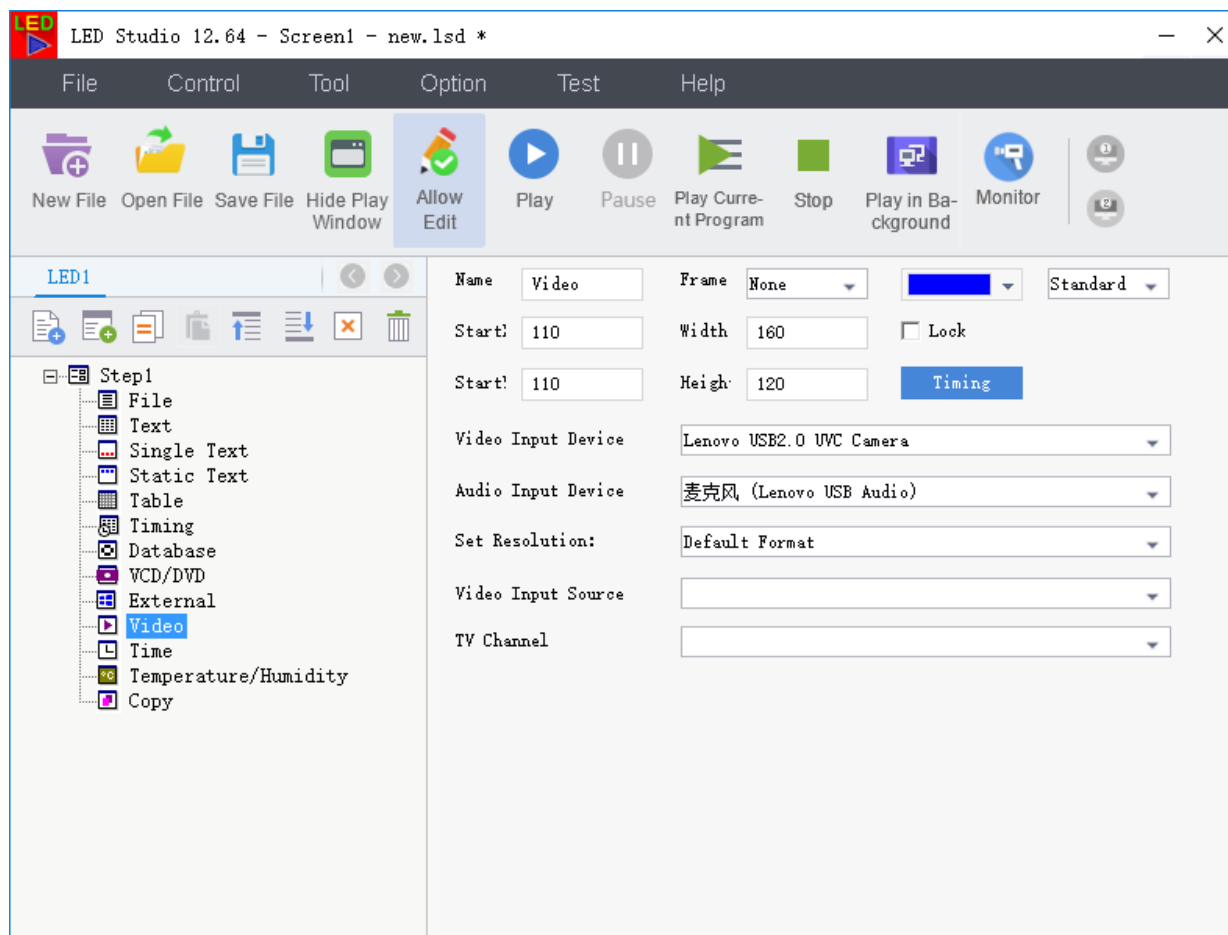
Browse: Browse to select an .exe program

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

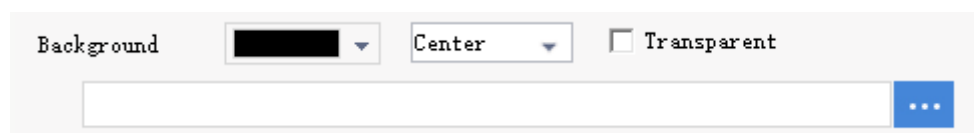
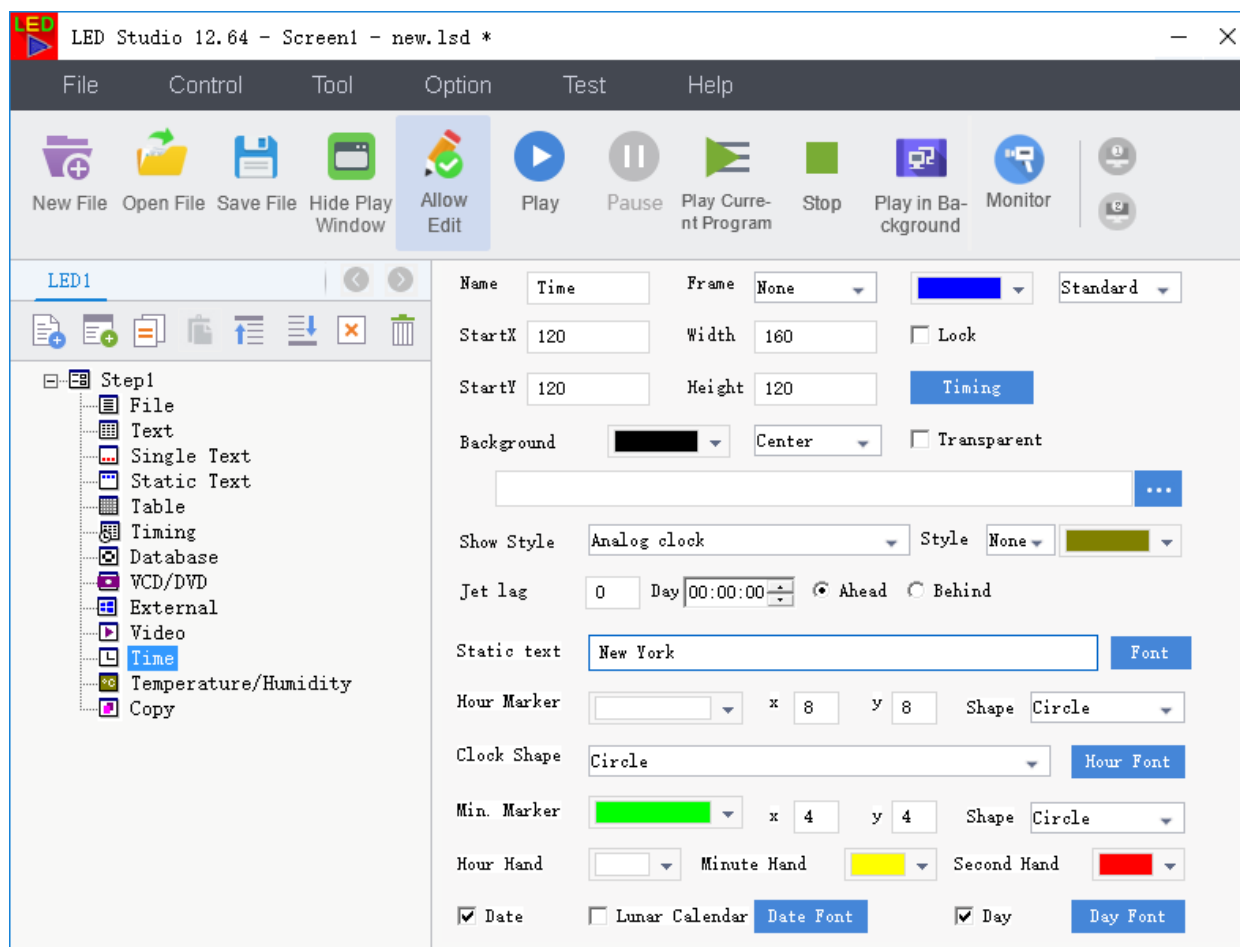
Top/Bottom/Left/Right Margin: set the position of the .exe program

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 color for Time

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.

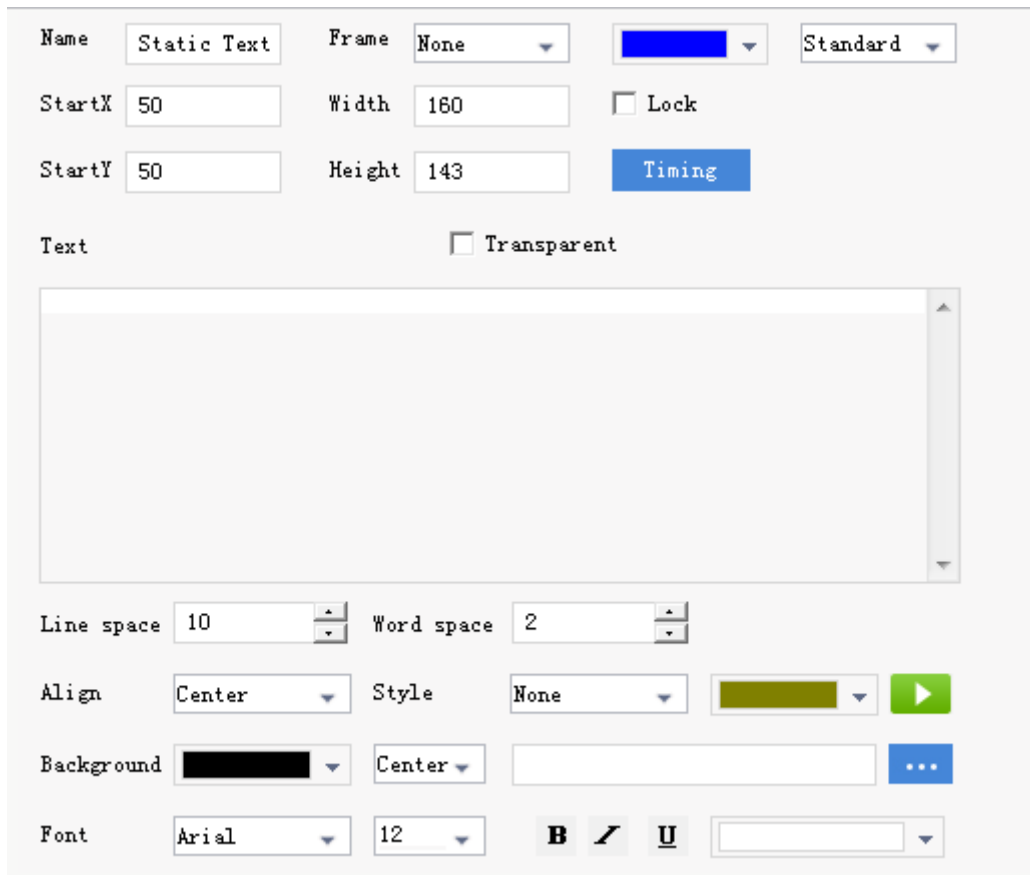


Style: Time style

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

Static text New York Font

Static text: text show together with Time



The screenshot shows a configuration window for a 'Static Text' element. It includes fields for Name, Frame, StartX, Width, StartY, Height, and a Lock checkbox. There are buttons for 'Timing' and 'Font'. A 'Text' area with a 'Transparent' checkbox is present. Below this is a large text input field. At the bottom, there are settings for Line space, Word space, Align, Style, Background, and Font (including font face, size, and bold/italic/underline options).

Line space: to adjust the space between two lines

Word space: to adjust the space between two words

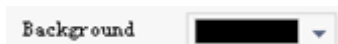
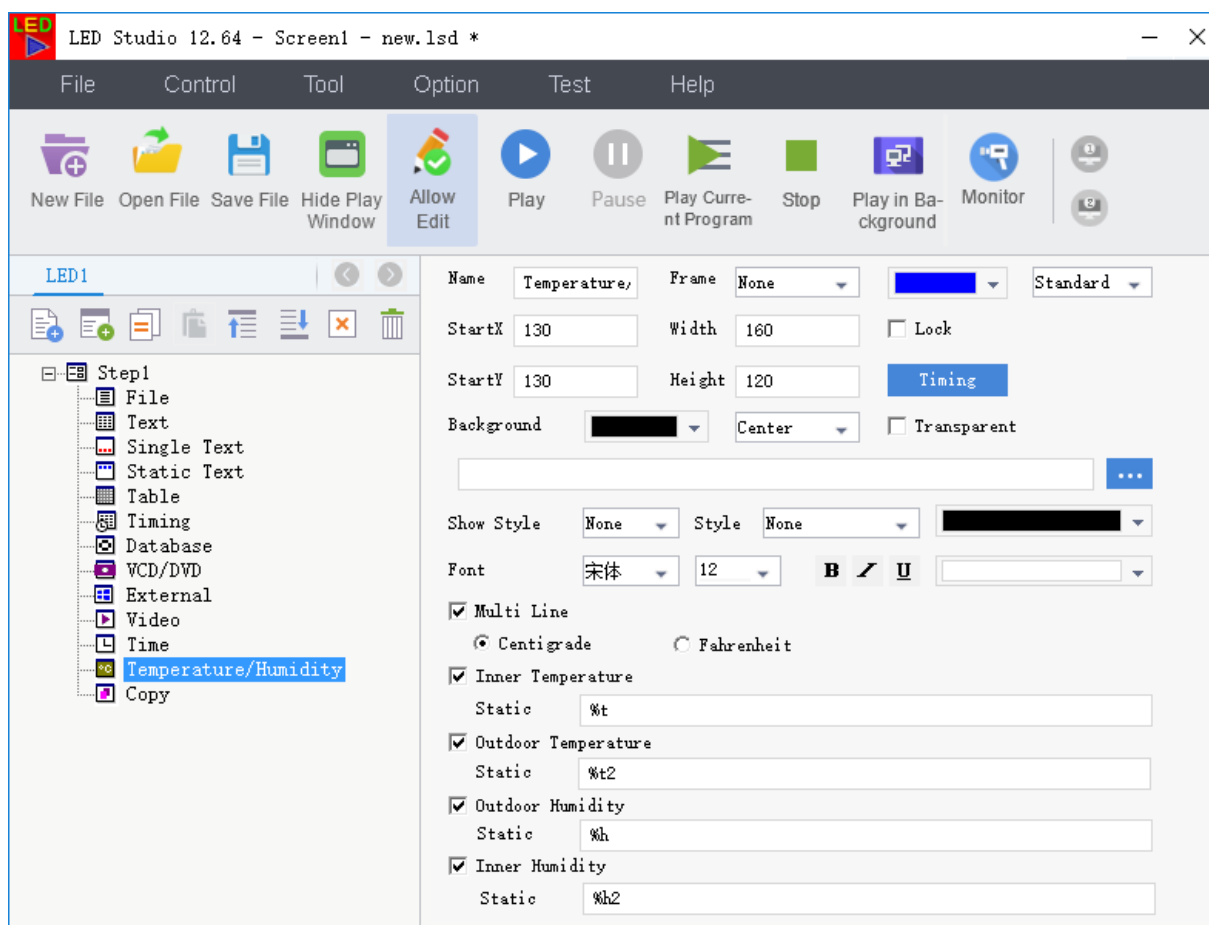
Align: left, right, center, left & right

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

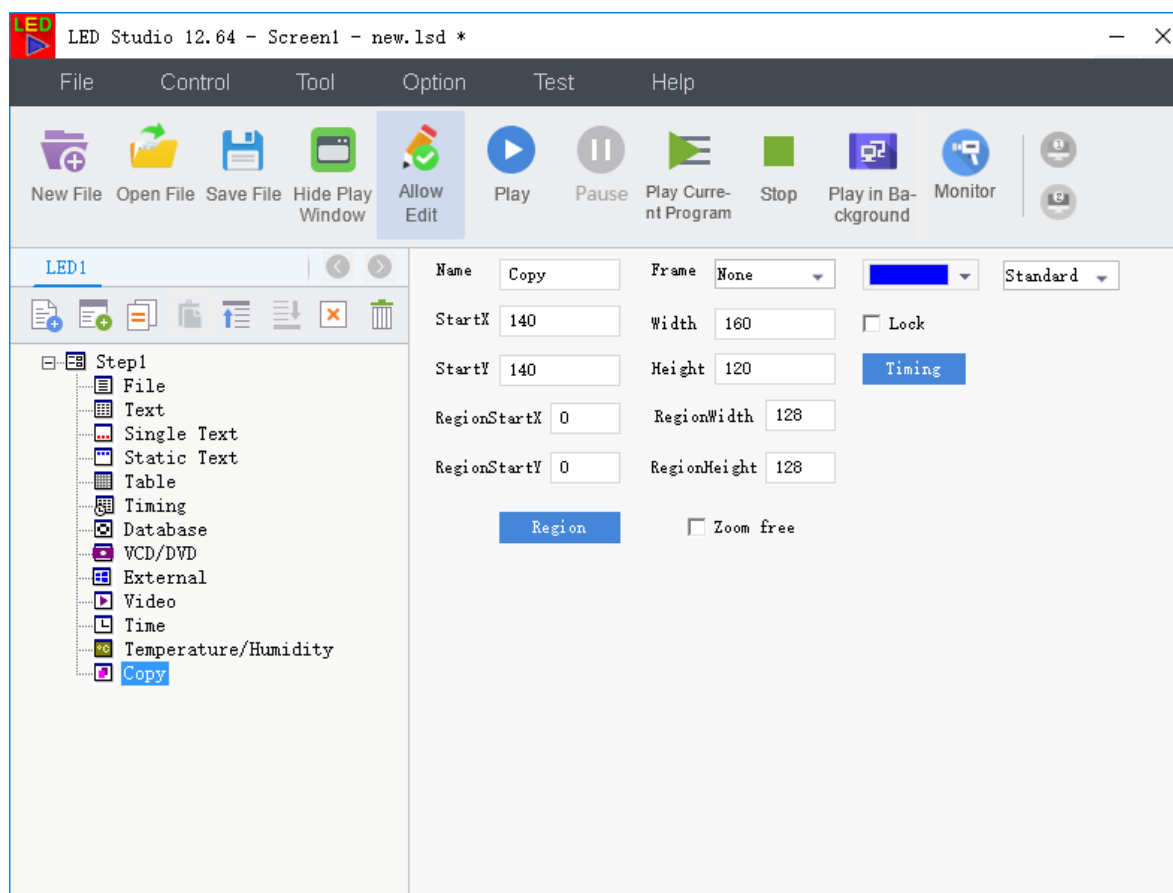
Add text before/after Temperature/Humidity Value

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

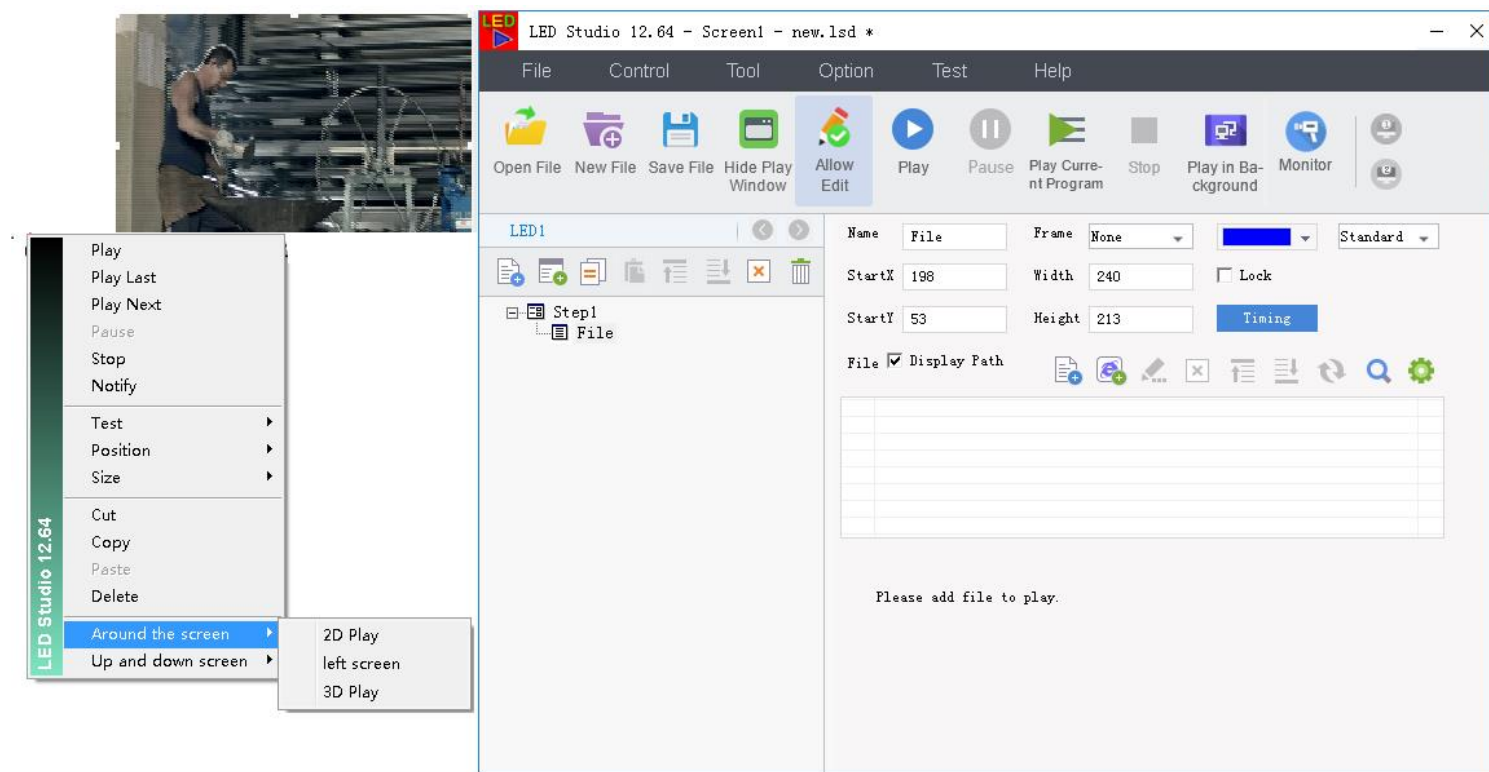
 : Stop

 : 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.



END