

L4 Manual

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Chapter1. Hardware Interface



Reset	Restore to factory setup
WIFI	Switch for WIFI
AP	Switch for WIFI hotspot
AP	Indicator for WIFI hotspot
RUN	Indicator for LED output
PWR	Indicator for power
4G	Indicator for 4G
WIFI	Indicator for WIFI
SYS	Indicator for system
SD	SD card
SIM	4G card

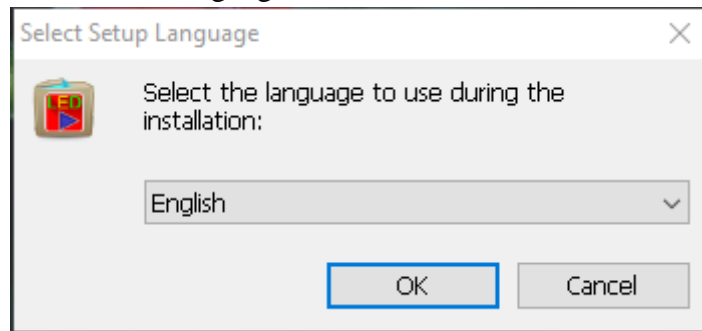


TEMP	Temperature sensor
LIGHT	Brightness sensor
4G	4G antenna
WIFI-AP	WIFI hotspot antenna
WIFI-STA	WIFI antenna
LAN/WAN	LAN/Internet
USB	Play via USB flash drive
HDMI IN	HDMI Signal Input
Audio OUT	3.5mm audio output
LED OUT	For connecting LED screen, max supporting 650 thousand px
BACK UP	For connecting LED screen to backup, max 650 thousand supported
ON/OFF	Power switch

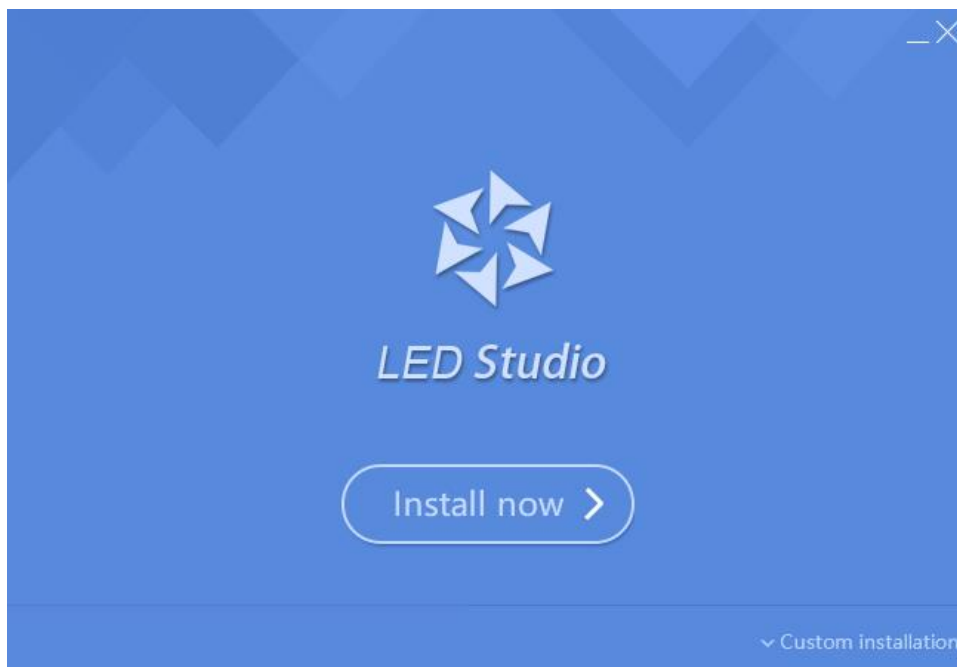
Chapter2. Software Installation

Before setting up L4, please download LEDStudio (for setting up IP address, managing L4, creating and releasing program) installer from Linsn's official website en.linsn.com, and double-click it to install. It requires LEDStudio12.65 or later. The installing procedure is shown below:

- 1) After double-clicking the installer, the following window will pop up. Choose the desired language and click ok.




- 2) You can install LEDStudio in a specific path by clicking the **custom install** button at the lower right of the software to do the setup. You can also install the software to the default path by clicking install and follow the on-screen instructions until the progress is complete.



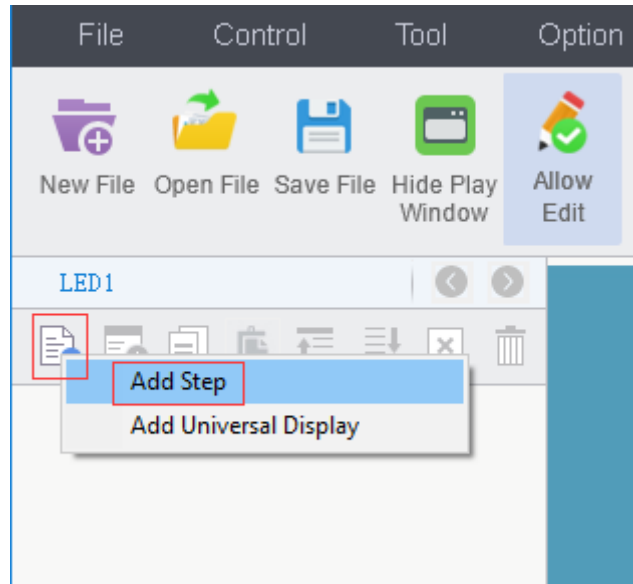
Chapter3. Making and Sending Content

3.1. Make a Program

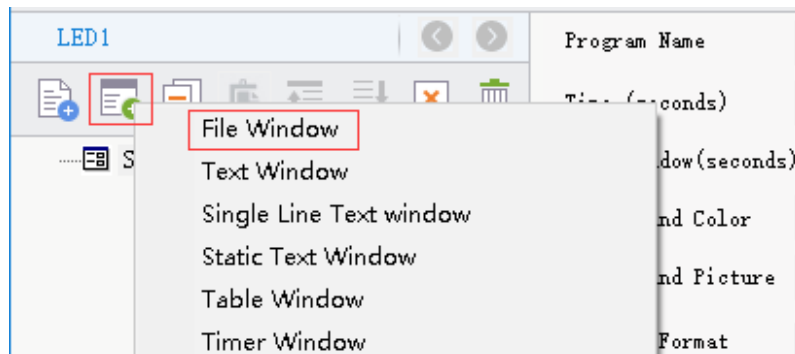
- Open LEDStudio
- Click  to **Add Step**(if you don't see the icon in below, please click



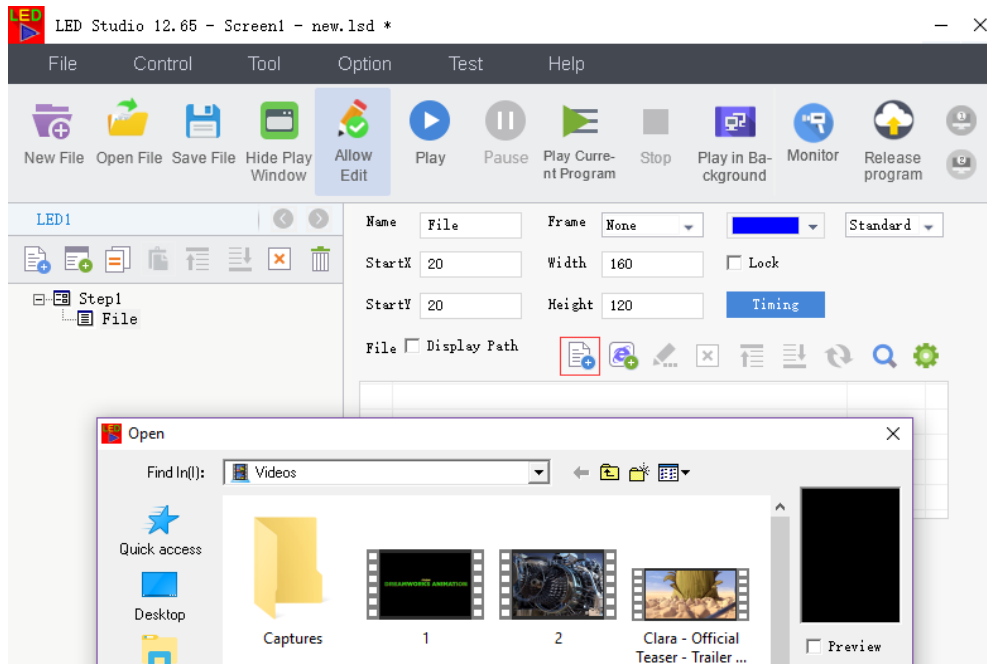
to expand the interface)



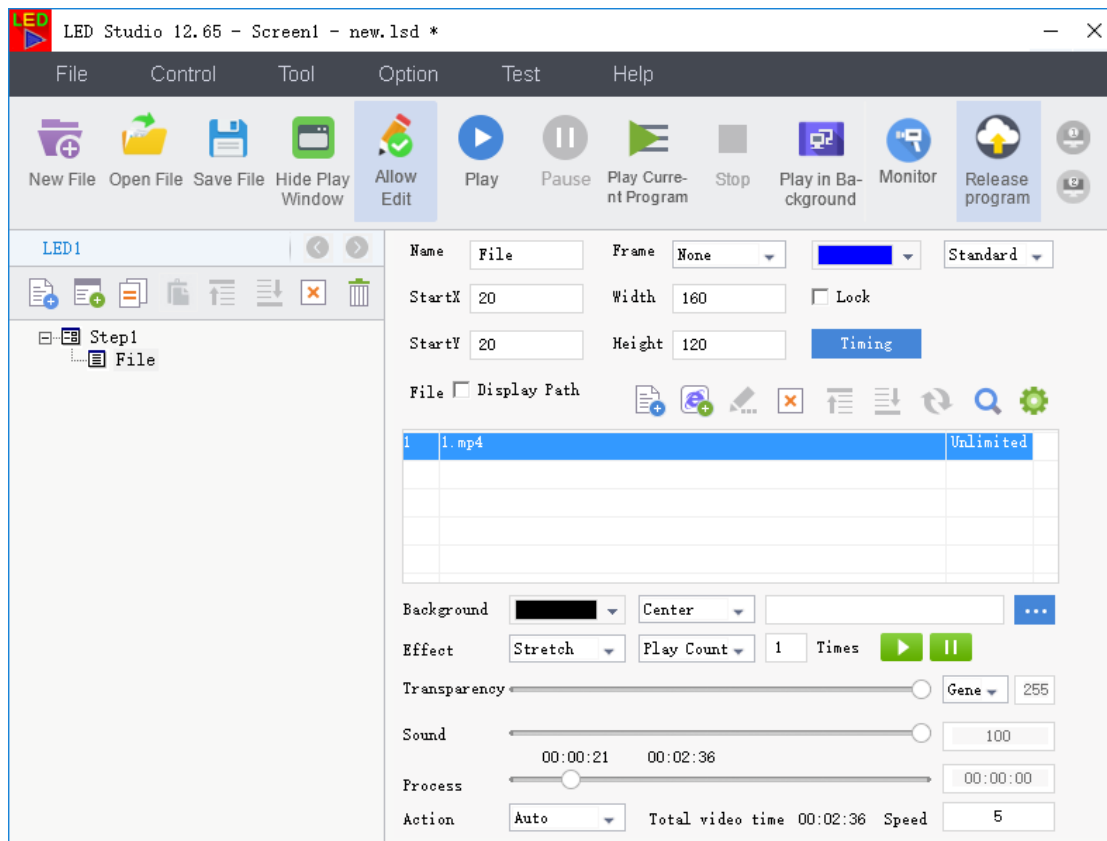
- Click  to add **File window**.



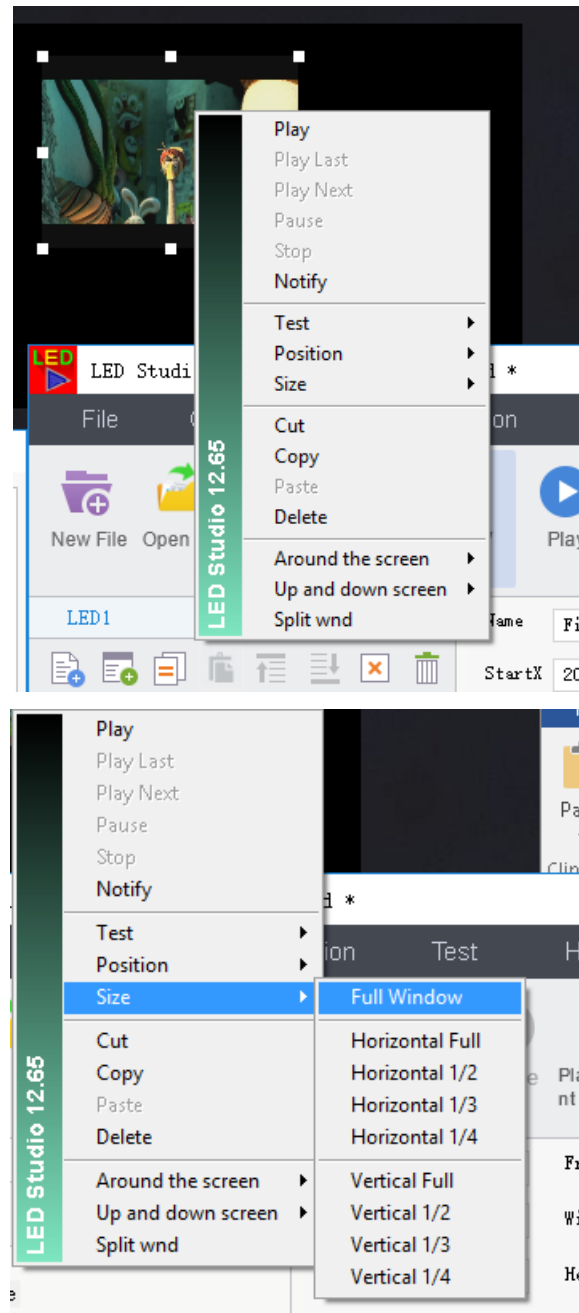
- Click the button marked in the below picture to add videos or pictures, choose the desired file and click **Ok**.



- You will see the list below after adding the files, and you can set some related parameters like effect on the same interface.



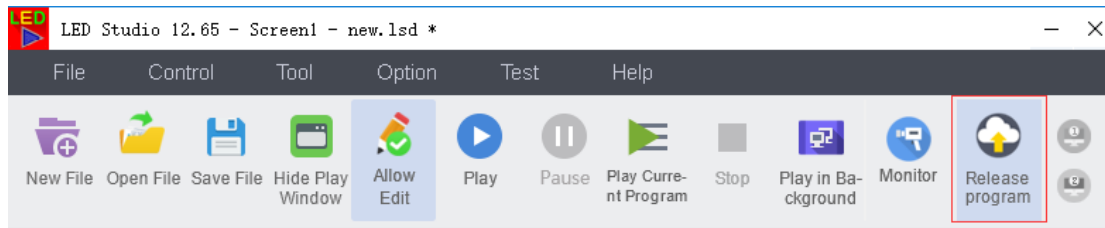
- Right-click on the play window and you can do some adjustment for the file window. To make it the same size as the play window (full screen) for example.



- After finishing the program, click [**Release Program**] button to release program via desired way (Refer to next section 3.2.).


3.2. Sending Content

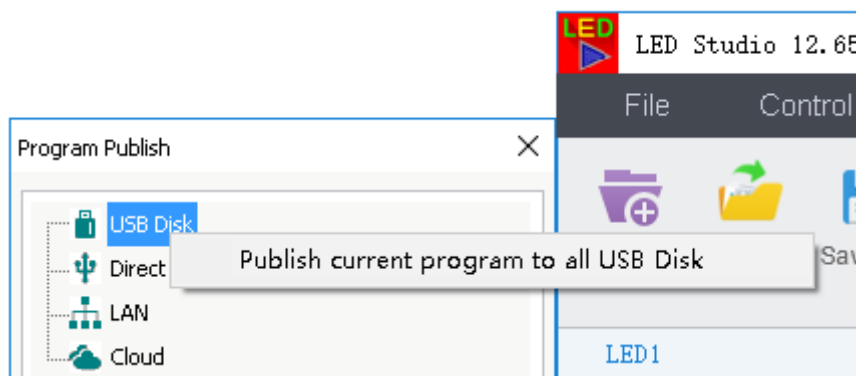
After launching LEDStudio and making a program (refer to 3.1.), click [Release Program] (see the below picture), a control window will pop up on the left. It allows you to connect the device with network, set up the parameters, and send content.



3.2.1. Sending Content via USB Flash Drive

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

Step2. Make a program (refer to 3.1.), right-click on [USB disk]  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 L4, wait until the progress finishes, and L4 will play program automatically on the LED screen

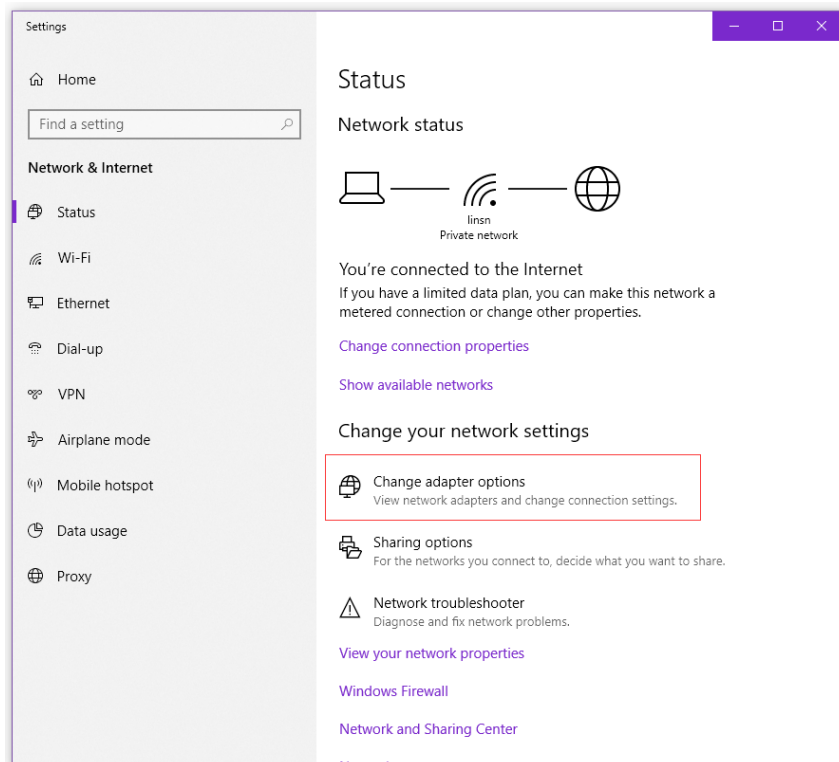
3.2.2. Sending Content with LAN Cable

Note: Please disconnect WIFI connection on your PC before doing the following setups.

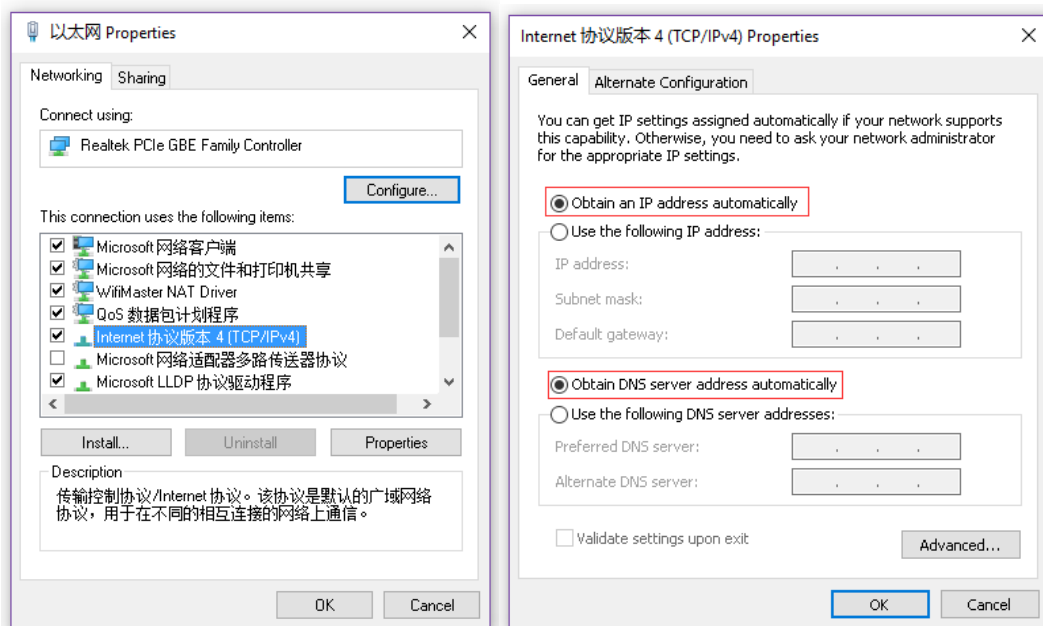
3.2.2.1. Obtain IP address automatically


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]



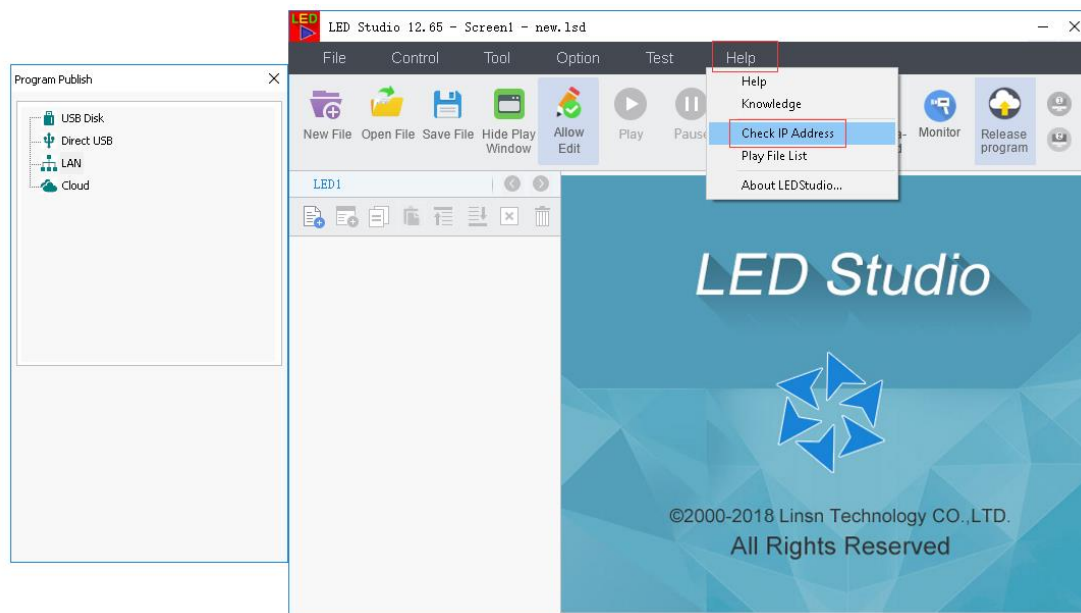
>right-click on **[Ethernet]** icon and choose **[Properties]** > double-click **[IPv4 option]**> check **[Obtain an IP address automatically]**, **[Obtain DNS server address automatically]**




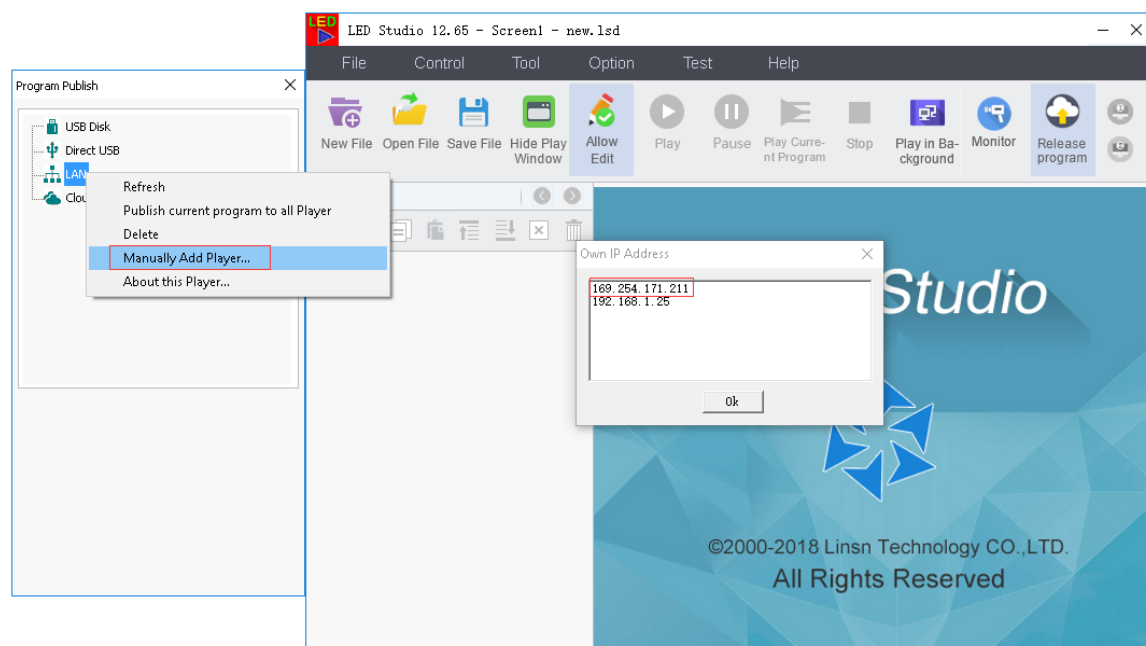
Step3. Open LEDStudio>click **[Release program]** >wait few secs (within 20 secs if this is the first time), the device  will show automatically, if not, please enter the IP address manually:

If there is no  showing under **[LAN]** option  on the left interface,

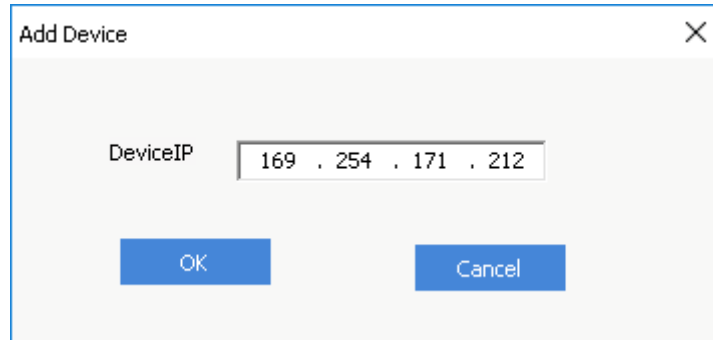
please add IP address manually: click **[Help]**> click **[Check IP Address]**



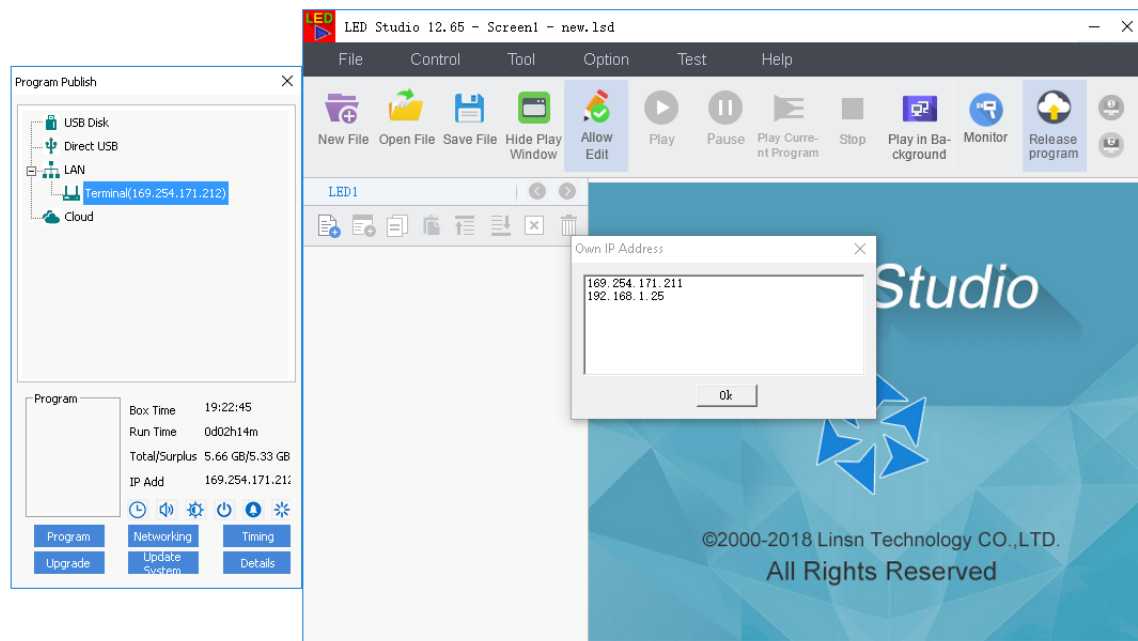
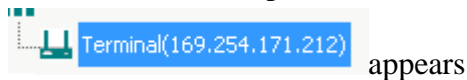
> right-click on **[LAN]**  > choose **[Manually Add Player...]**

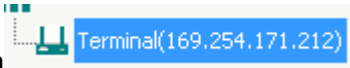


> Input IP address depending on the one you have checked, for example, the IP is 169.254.171.211, so the one you should input is 169.254.171.212 (the last digit should plus one compared to the one you checked)



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



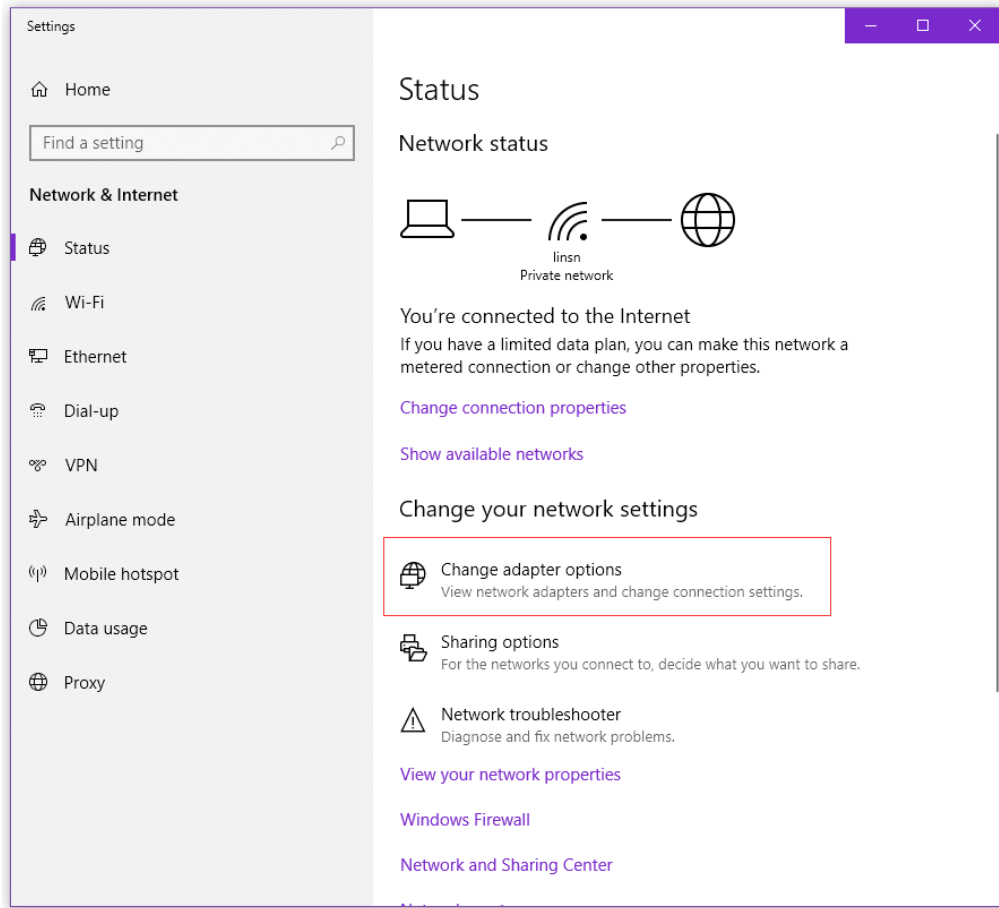
Step4. Make a program in the LEDStudio> right-click on  choose [**Publish current program to the selected player**]

And wait until the progress finishes, and L4 will play program automatically to the LED screen

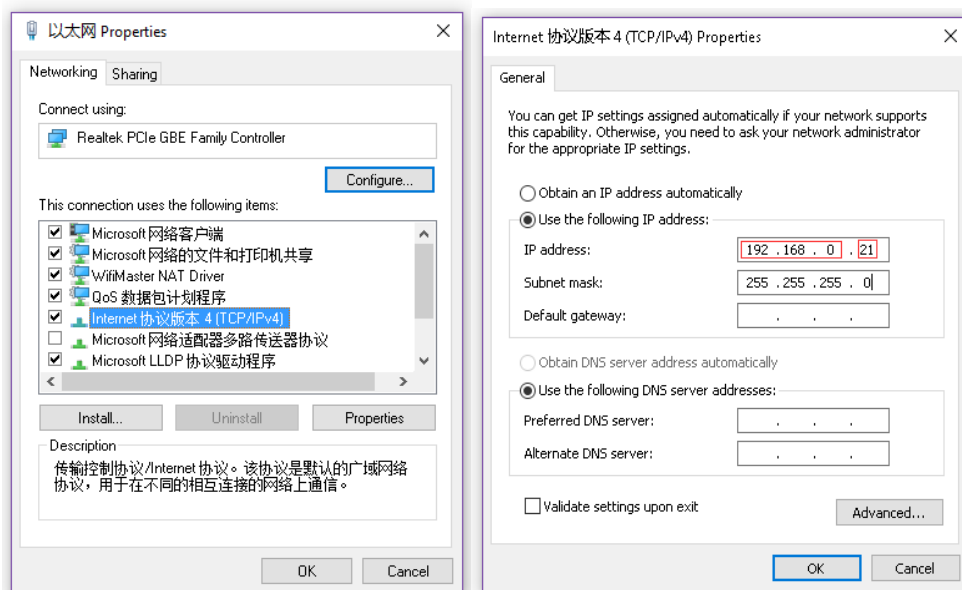
3.2.2.2 Setting a specific IP address


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**]

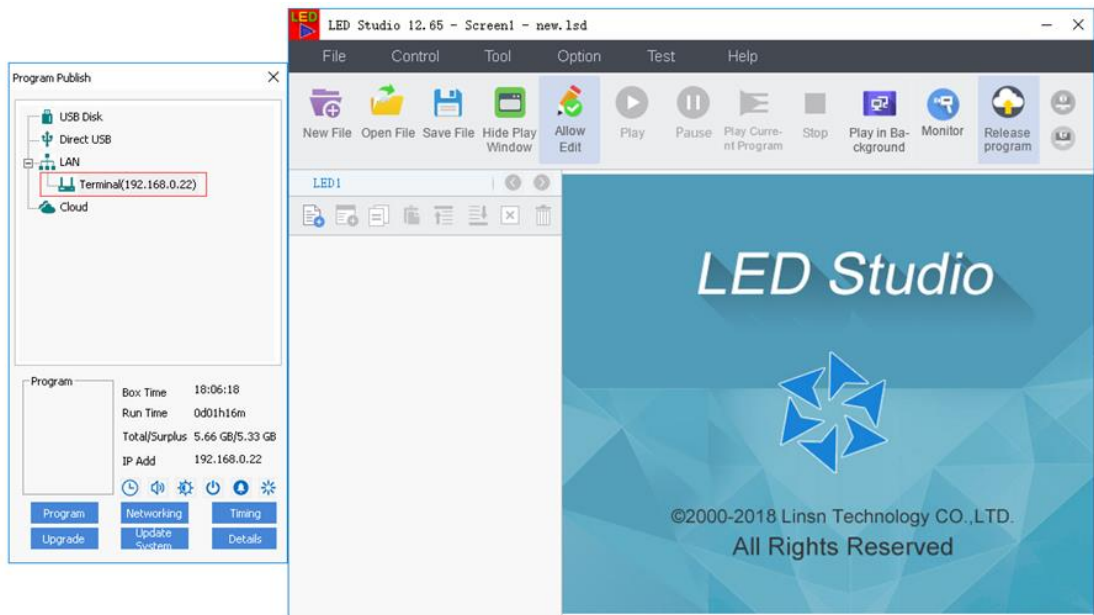



>right-click on [**Ethernet**] icon and choose [**Properties**] > double-click [**IPv4 option**]>set an IP address and Subnet mask (255.255.255.0)
 Please set an IP address with the same Network segment (192.168.0) and the last digit to a number within 255(except 8, because the default IP address for 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

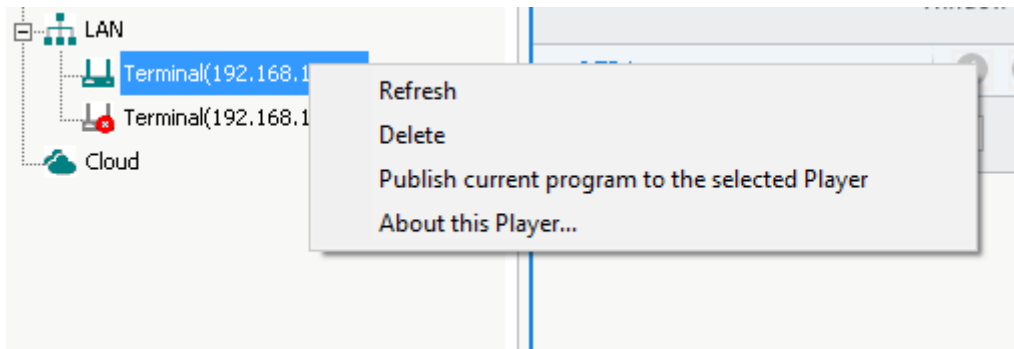
(within 20secs if this is the first time)



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 3.1.)>choose the corresponding device in [LAN], right-click and choose [**Publish current program to the selected Player**]



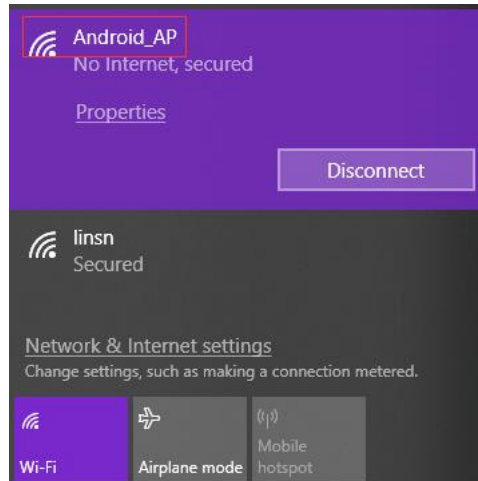
Wait until the progress finishes, and L4 will play program automatically to the LED screen




3.2.3. Sending Content over WIFI Hotspot from L series


3.2.3.1. Setting up WIFI Hotspot via PC

Step1. Power on the device and the green light for AP will be on, which means Hotspot from the device is turning on. If not, press AP button on the device

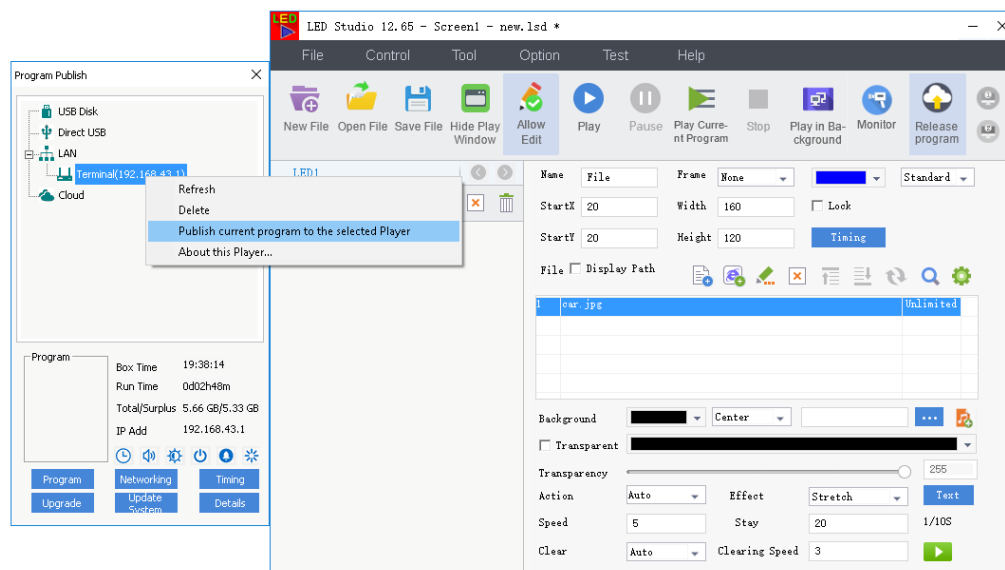
Step2. Click the WIFI selection on your PC > find a WIFI named LinsnAP or Android AP or one name related to Linsn or Android>input password 12345678(default)> connect



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 L4 will play program automatically to the LED screen

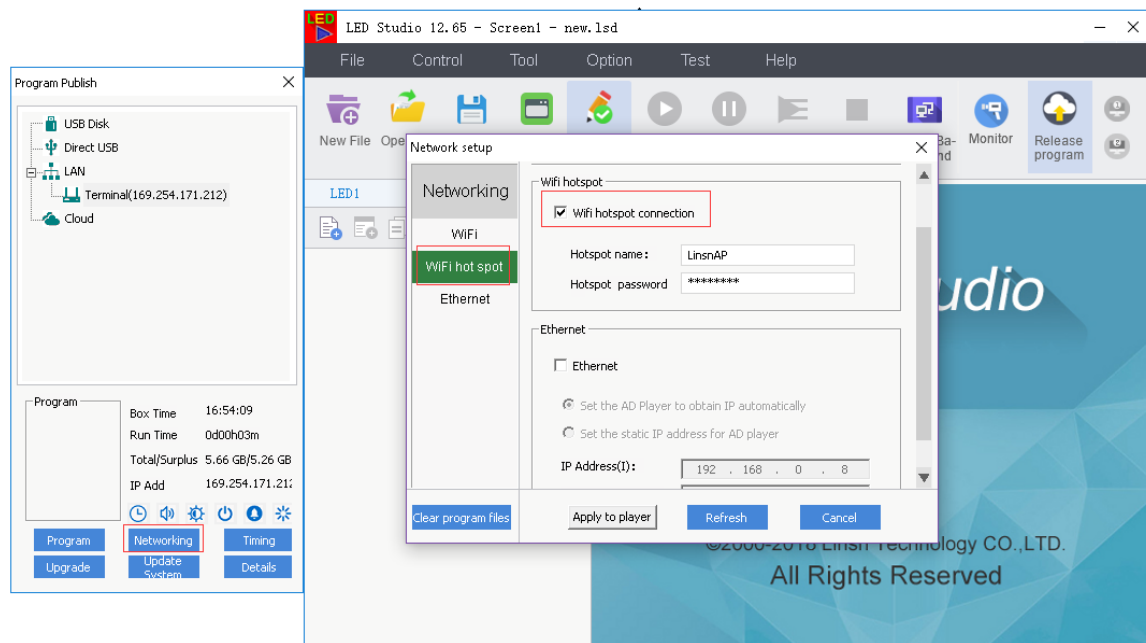


3.2.3.2. Setting up WIFI Hotspot via LEDStudio

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 [3.2.2.1.](#) [3.2.2.2](#) or [3.2.2.2](#) [3.2.2.2](#) in section 3.2.2 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 L4 will play program automatically to the LED screen

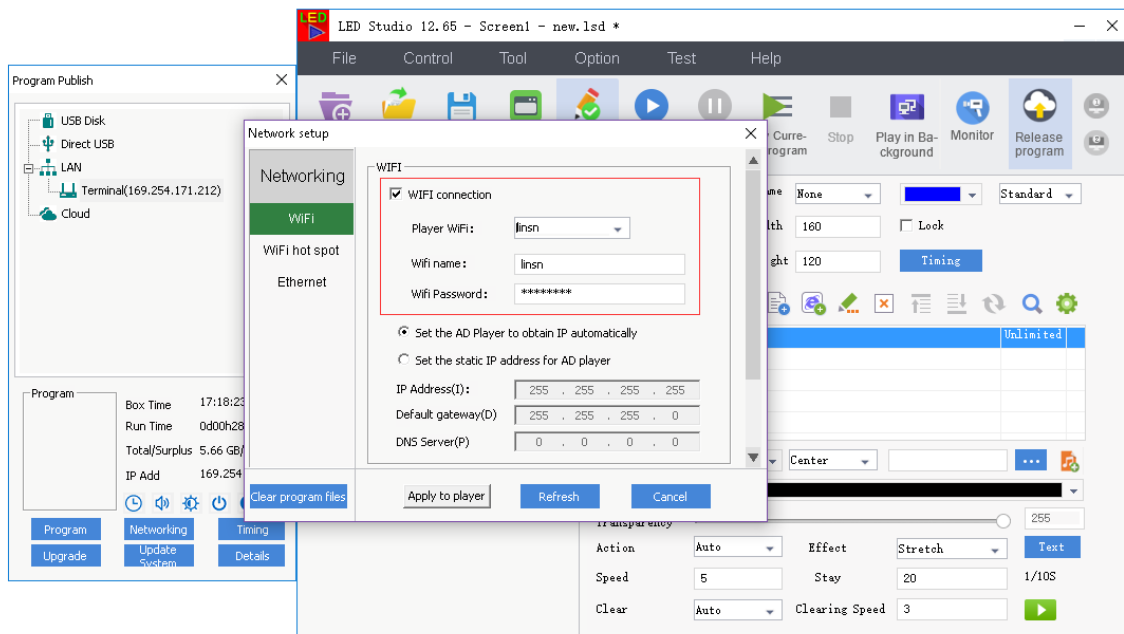
3.2.4. Sending Content over WIFI

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

Step2. Follow either [3.2.2.1.](#) or [3.2.2.2](#) to connect the device

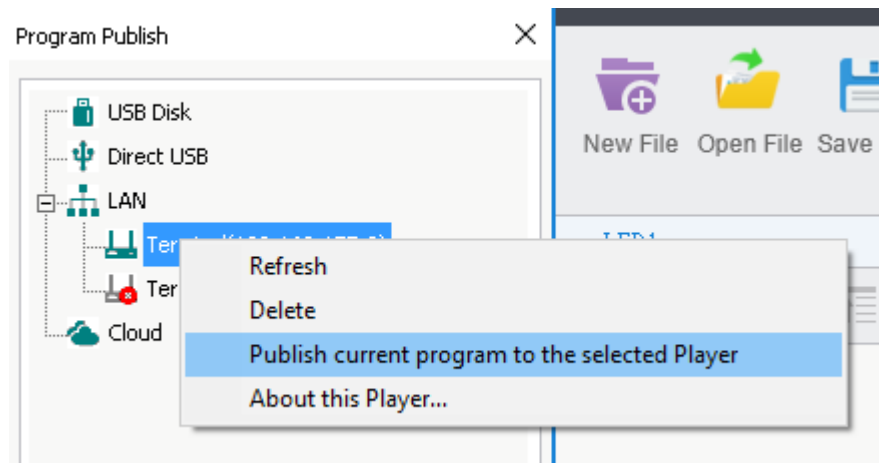
Step3. Click on  Terminal(169.254.171.212) >click [Networking]> select [WIFI] tab> check [Wifi connection]>choose a WIFI name detected in the option>input name and

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 3.1.) on the PC which is installed with LEDStudio and connect with the Wifi generated by L4

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



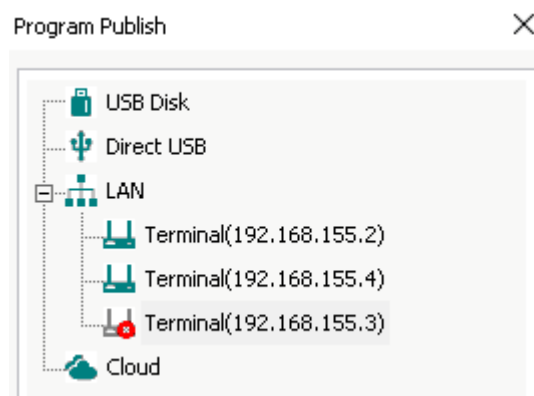
- Wait until the progress finishes, and L4 will play program automatically to the LED screen

Chapter4. Device Information

4.1. Device Management

4.1.1. Device List

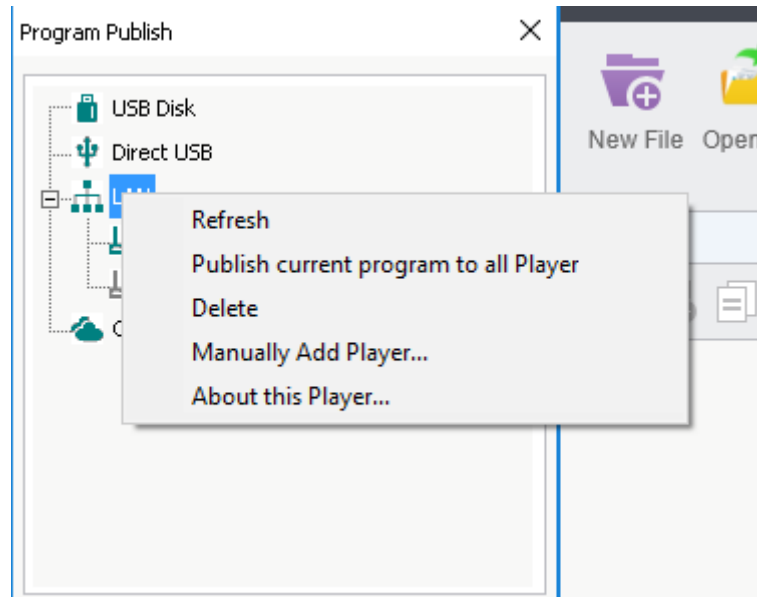
After connecting L4 and PC in the same LAN or with LAN cable, LEDStudio will scan all the devices in the same LAN automatically, and each device is identified by IP address.



The online device shows green  and  indicates that the device is offline.

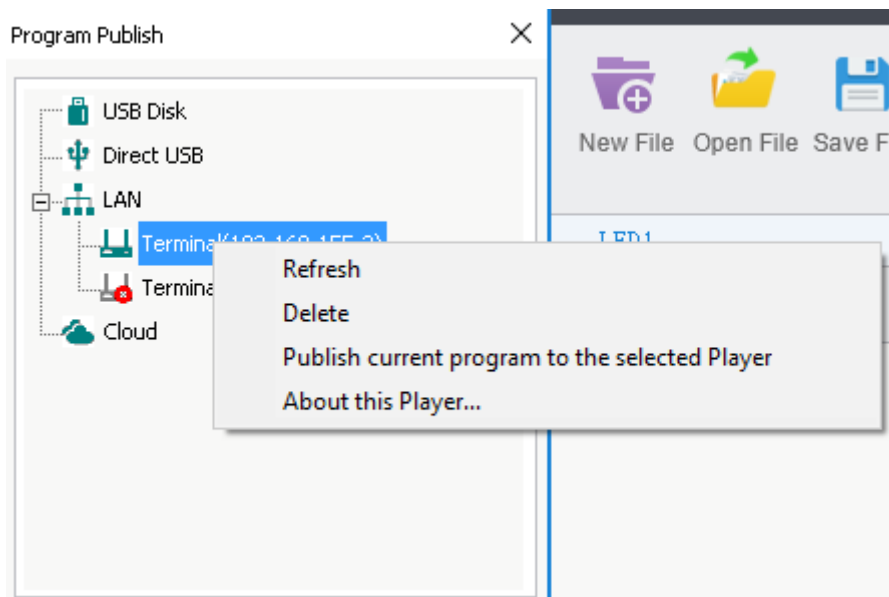
Right-click on the LAN, and device list management menu will appear:

- Refresh: to detect all the devices in the same LAN
- Release current program to all the players: send program to all the on-line devices
- Delete: remove all the devices
- Add player manually: input IP address manually
- About this Player



4.1.2. Single Device

Right-click on a specific device and following menu will appear:



- Refresh: update info
- Delete: remove the selected device
- Release current program to all the players: send program to the selected device

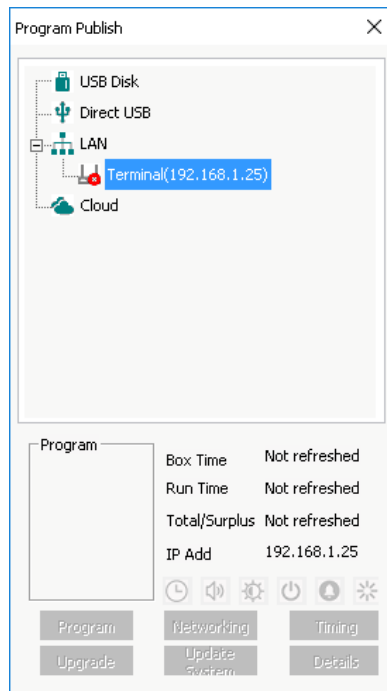
4.2. Obtain Info from L4

Turning on L4, it will take a short time to start the system.

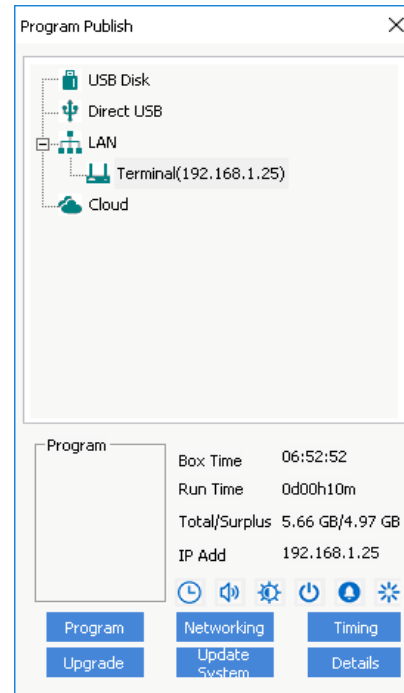
Connecting L4 and PC with one LAN cable if this is your first time to use L4.

On-line device shows green; the information below will appear and the six buttons will be activated.

Offline:



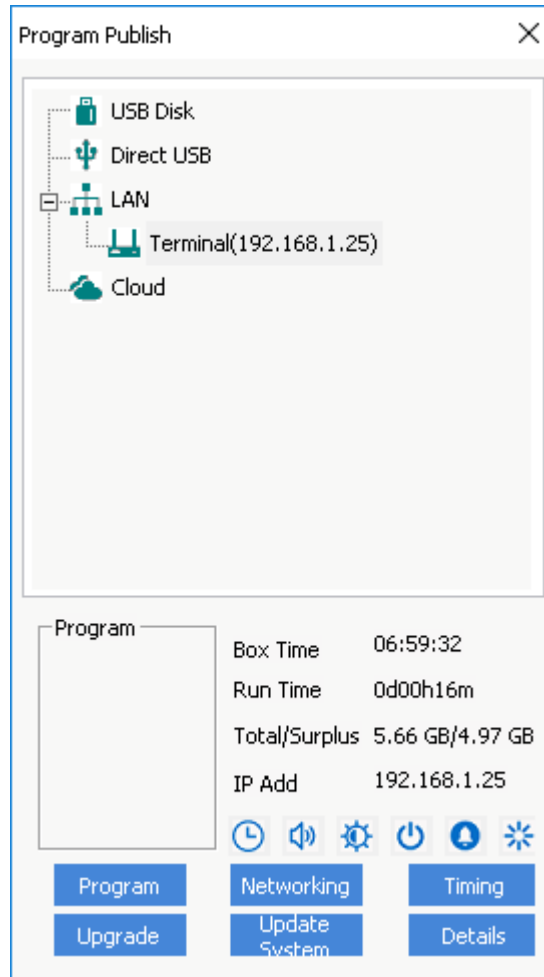
Online:



Chapter5. Parameters Setup




5.1. Basic Parameters




The interface below shows the corresponding parameters for the selected player.



- Box Time: current time for player. If the player is not connecting to a network, the time of it might differs.
- Run time: total running time for the player
- Total/Surplus: Total capacity/available capacity
- IP add: Current IP address for player

Features for quick-path button

-  Set time and date for player
-  Set volume for player
-  Reserved

-  Reserved
-  Reserved
-  Reserved

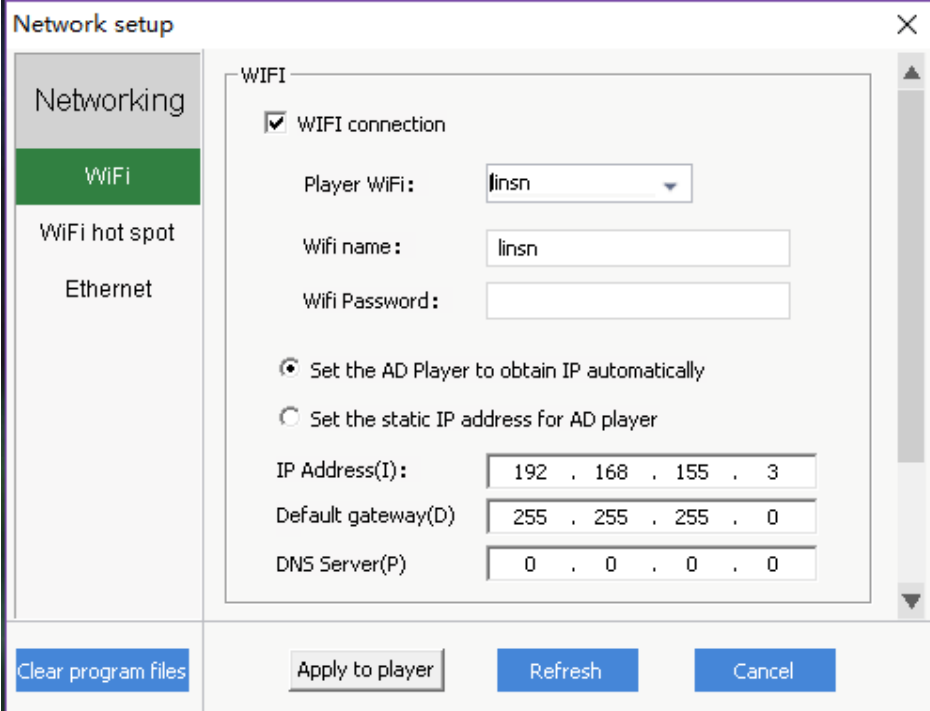
5.2. Basic Setup

5.2.1. Upgrade

- Upgrade play software in player
- Upgrade server program
- Upgrade sender: upgrade firmware of sender
- Upgrade android system

5.2.2. Networking

- 1) WIFI Setup: open/close WIFI connection; connect to a specific WIFI

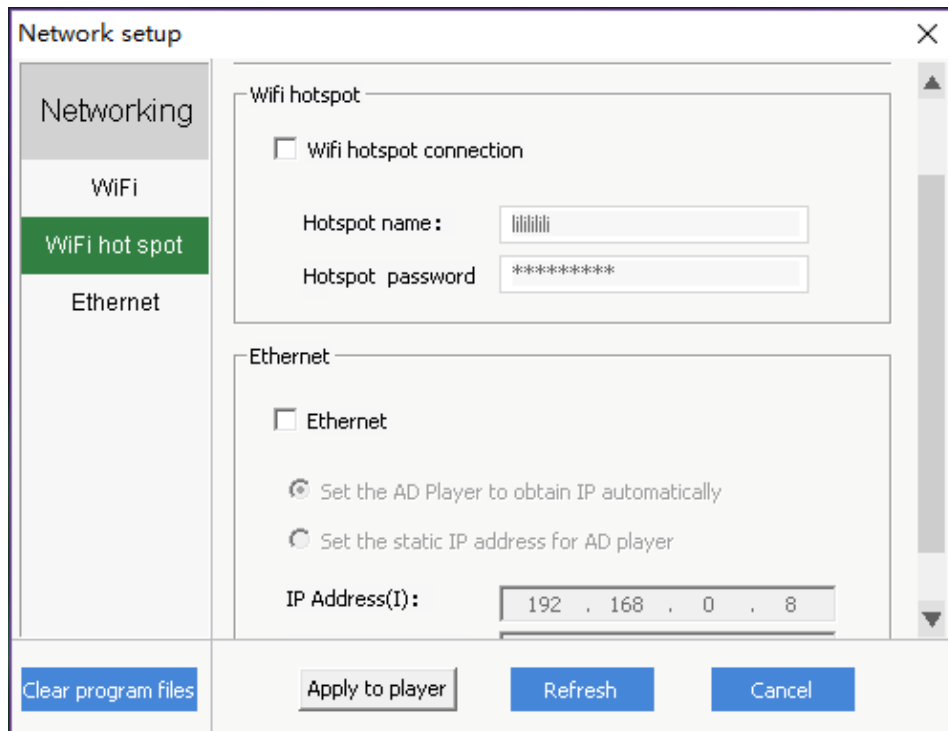


The screenshot shows a 'Network setup' dialog box with a sidebar on the left containing 'Networking', 'WIFI', 'WiFi hot spot', and 'Ethernet'. The 'WIFI' section is selected. The main area is titled 'WIFI' and contains the following settings:

- WIFI connection
- Player WiFi:
- Wifi name:
- Wifi Password:
- Set the AD Player to obtain IP automatically
- Set the static IP address for AD player
- IP Address(I): . . .
- Default gateway(D): . . .
- DNS Server(P): . . .

At the bottom of the dialog, there are four buttons: 'Clear program files', 'Apply to player', 'Refresh', and 'Cancel'.

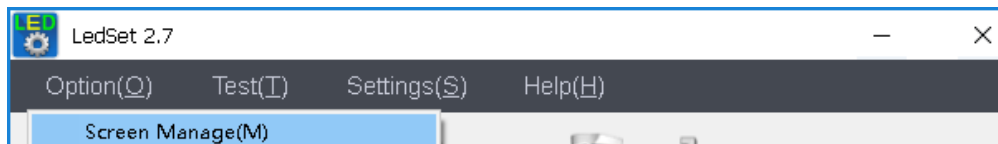
- 2) WIFI Hotspot: open/close WIFI hotspot



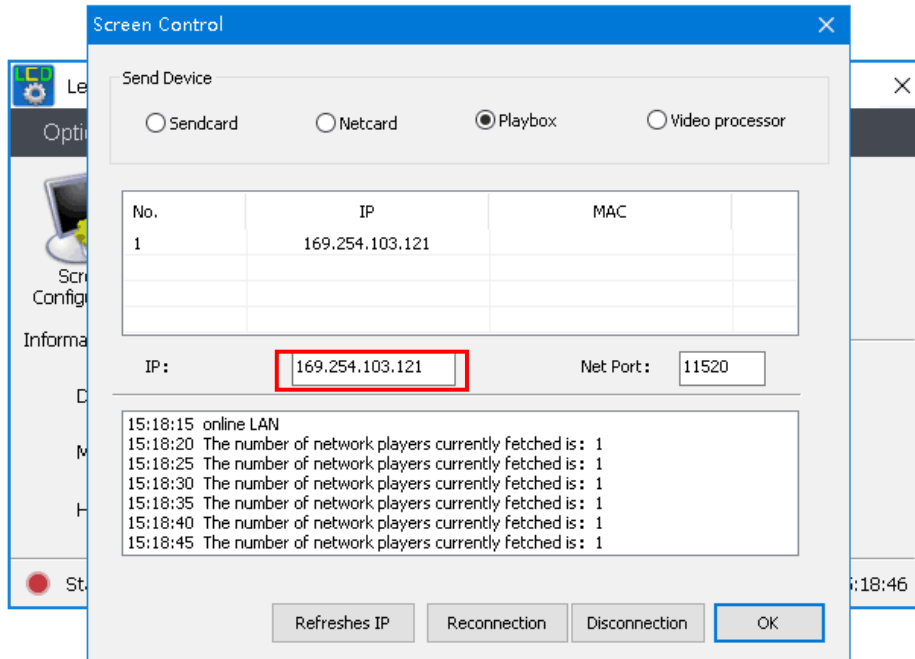
Chapter6. LEDSet Connection

Step 1. Connect LAN Cable to **LAN/WAN** port

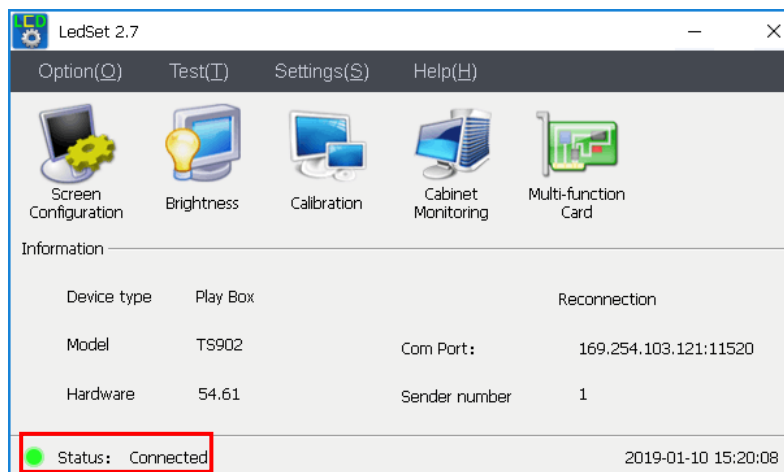
Step 2. Open LEDSet>click **Option**>click **Screen Manage**



Step 3. Choose **Playbox**> click IP text box and input an IP address (go to network setup interface and check network properties: if it is 169.254.103.120, then input 169.254.103.121)> click **Reconnection**>click **Ok**



Step 4. Status will turn green and displays Connected after the above steps



Note: The above setup is for RCG and CON setup, please skip this section if you are not familiar with those setups.