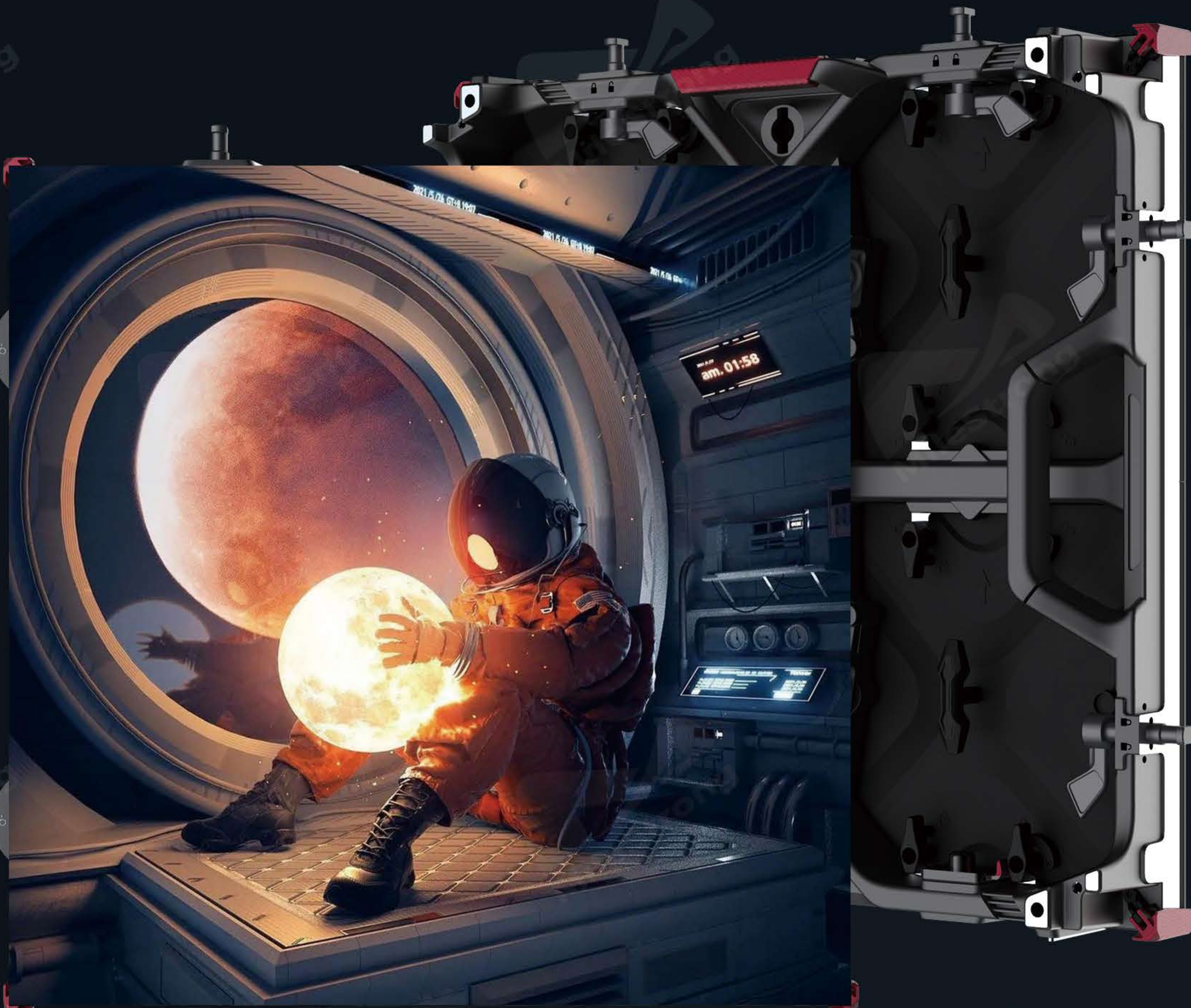




xR Solution

LR Series

Pixel Pitch (mm) : 1.953 / 2.604

Cabinet Size (mm) : 500*500*82

Slim & Durable

Crafted with die-cast aluminum, the LR Series is lightweight, slim, and built to last while ensuring superior heat dissipation and structural stability.



Easy Maintenance

Supports both front and rear maintenance. The integrated PSU unit simplifies repair and replacement, making servicing cost-effective and efficient.



Built-in Brightness Control

The LR Series integrates advanced brightness adjustment technology, ensuring optimal visual performance in any environment.



Fast & Secure Installation

Equipped with an auto-locking system for quick and safe assembly while protecting pixels. The auto-ejection system allows effortless and convenient panel disconnection.



Flexible Curvature

Supports 6° convex to -6° concave installation, with an optional corner protection design for creative setups.

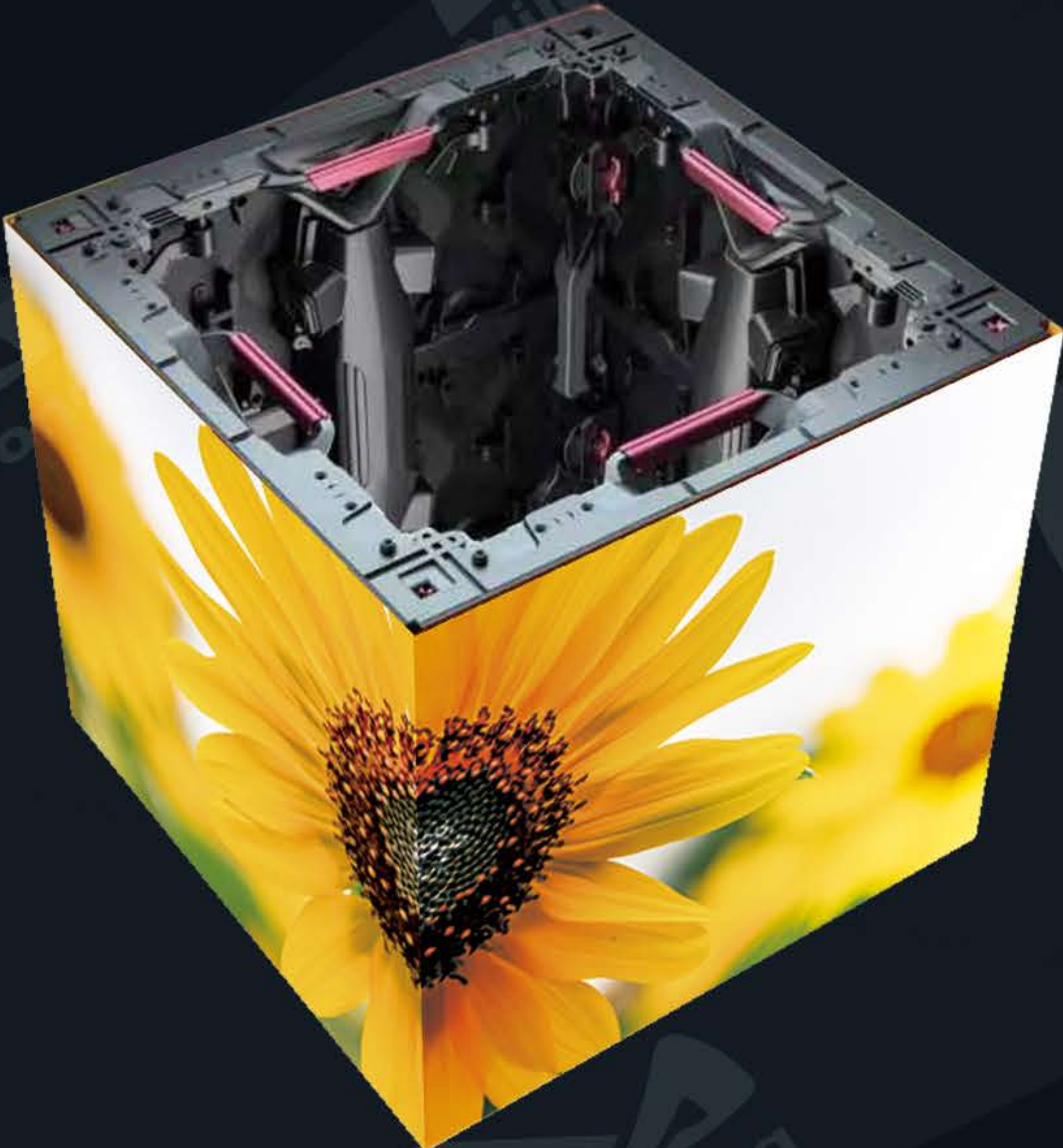


Creative Installation

Supports curved displays, 90° splicing, and dislocation splicing, enabling highly flexible and innovative designs.



Curved Screen



90° Splicing

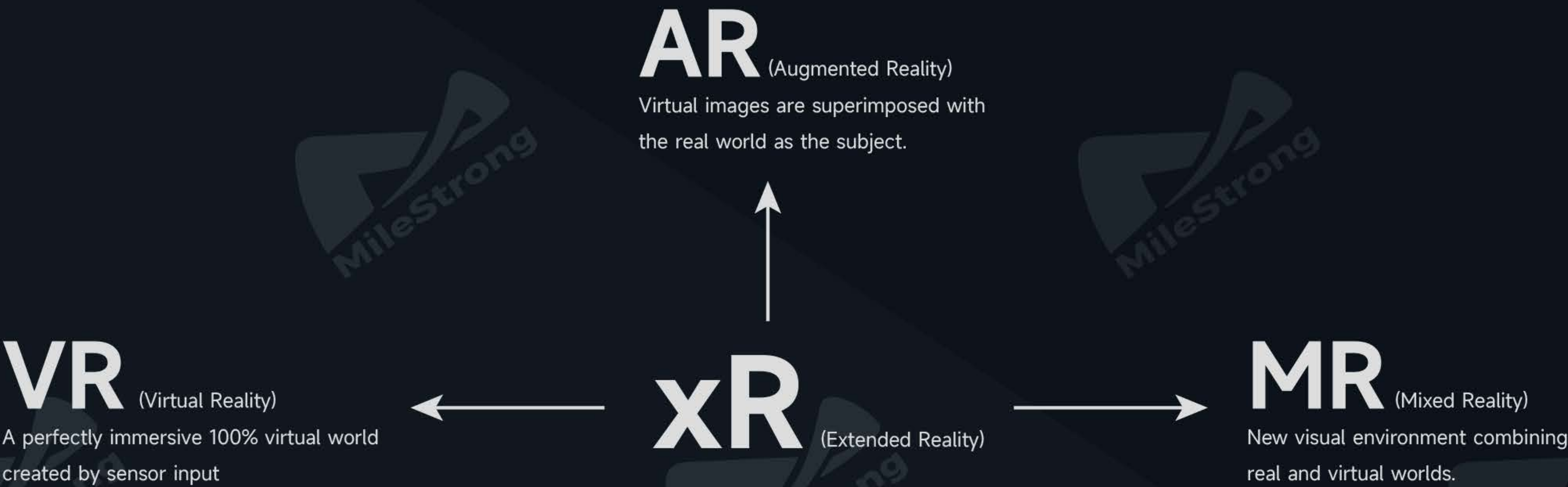


Dislocation Splicing

Ideal for xR Solution ▾

Extended Reality Overview

xR (Extended Reality) integrates AR, VR, and MR into live productions, blending real and virtual worlds for immersive experiences. It has rapidly grown with the live-streaming industry and continues to shape the future of content creation.



In-Camera LED Screens

Superior to green screens, LED displays deliver higher quality results with minimal post-production. Actors can interact naturally with CG content, enabling real-time creativity on set.



Superior to Green Screens

LED screens offer higher quality and faster results than traditional green screens. They eliminate the need for extensive post-production work.



Real-time Interaction

Actors can see and interact with CG content naturally. This improves performance and immersion in the virtual environment.



Creative Freedom

All content is generative. This allows for real-time creative decisions on set, enhancing flexibility and spontaneity.

Camera Tracking Technology

Provides 3D perspective simulation, multi-camera support, and enhanced immersion. Virtual environments react to camera movements, ensuring realistic and dynamic shots.



- 01

3D Perspective Simulation
Camera tracking creates the illusion of filming in a 3D space. The virtual environment responds to camera movement realistically.
- 02

Multi-Camera Support
Multiple cameras can be tracked and calibrated simultaneously. This enables seamless transitions between different shots and angles.
- 03

Enhanced Immersion
The technology allows for more convincing integration of real and virtual elements. Viewers experience a more immersive and believable scene.

Generative Content

Delivers real-time rendering, depth perception, and extended virtual sets, creating vast, immersive worlds beyond physical screens.



- 01

Real-time Rendering
The virtual environment is rendered in real-time based on camera perspective. This creates a dynamic, responsive backdrop.
- 02

Depth Perception
As the camera moves, the projected perspective shifts. This creates a false sense of depth on screen, enhancing realism.
- 03

Extended Sets
Generative content allows for set extension beyond physical LED screens. This creates vast, seemingly infinite virtual worlds.

Augmented Reality

Adds CG layers directly to real-world footage, integrates with broadcasts, supports 360° viewing, and introduces interactive elements for live shows.



- 01

CG Layering
AR enables the addition of CG elements over the real world on-camera. This creates a seamless blend of virtual and physical elements.
- 02

Broadcast Integration
Virtual content is sent directly to the outgoing broadcast feed. Viewers see AR elements appear naturally on their screens.
- 03

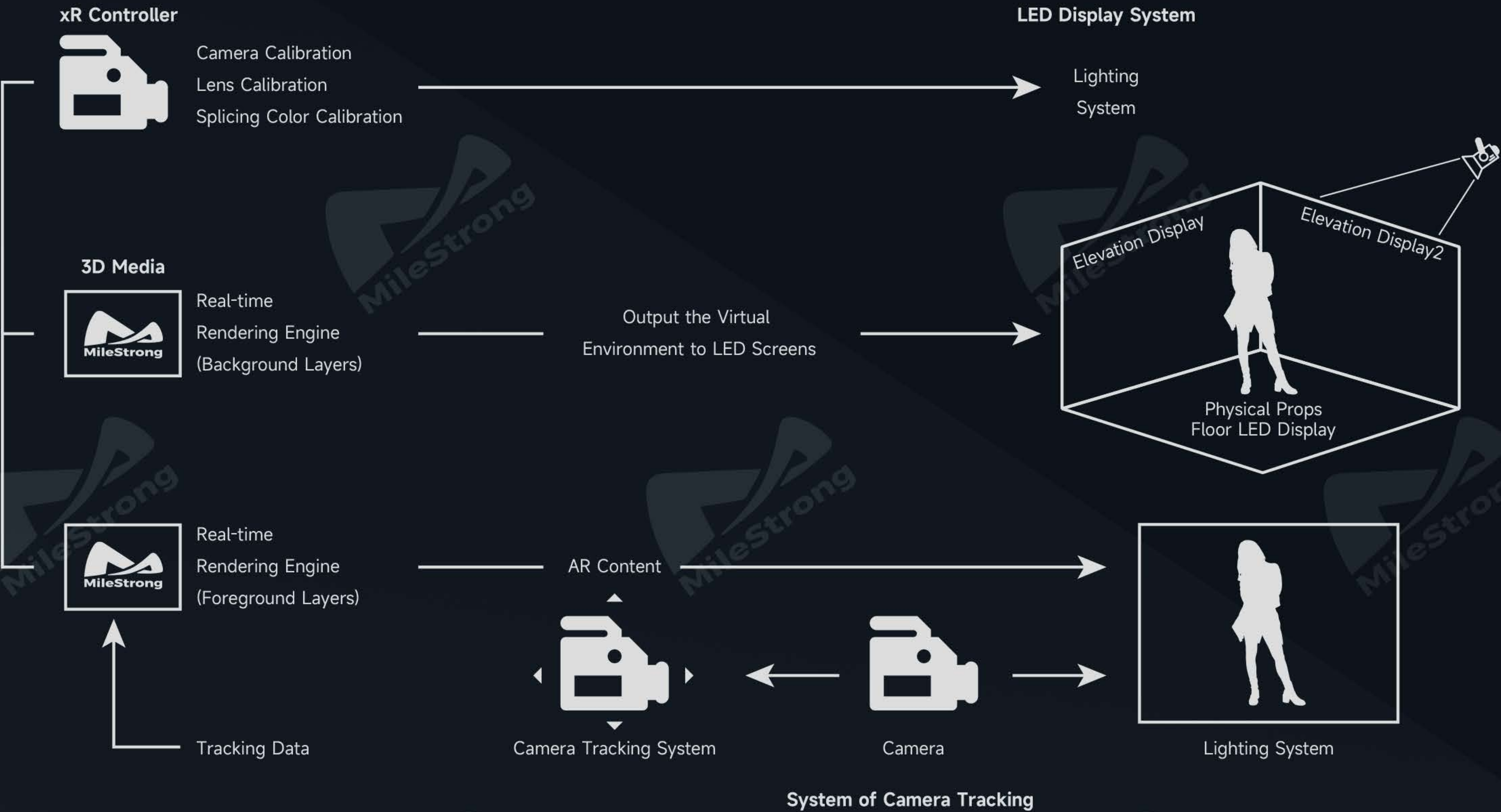
360° Viewing
AR can provide a full 360° view of the 3D world. This allows for dynamic camera movements and immersive experiences.
- 04

Interactive Elements
AR can create interactive elements for hosts or performers. This adds a new dimension to live presentations and shows.

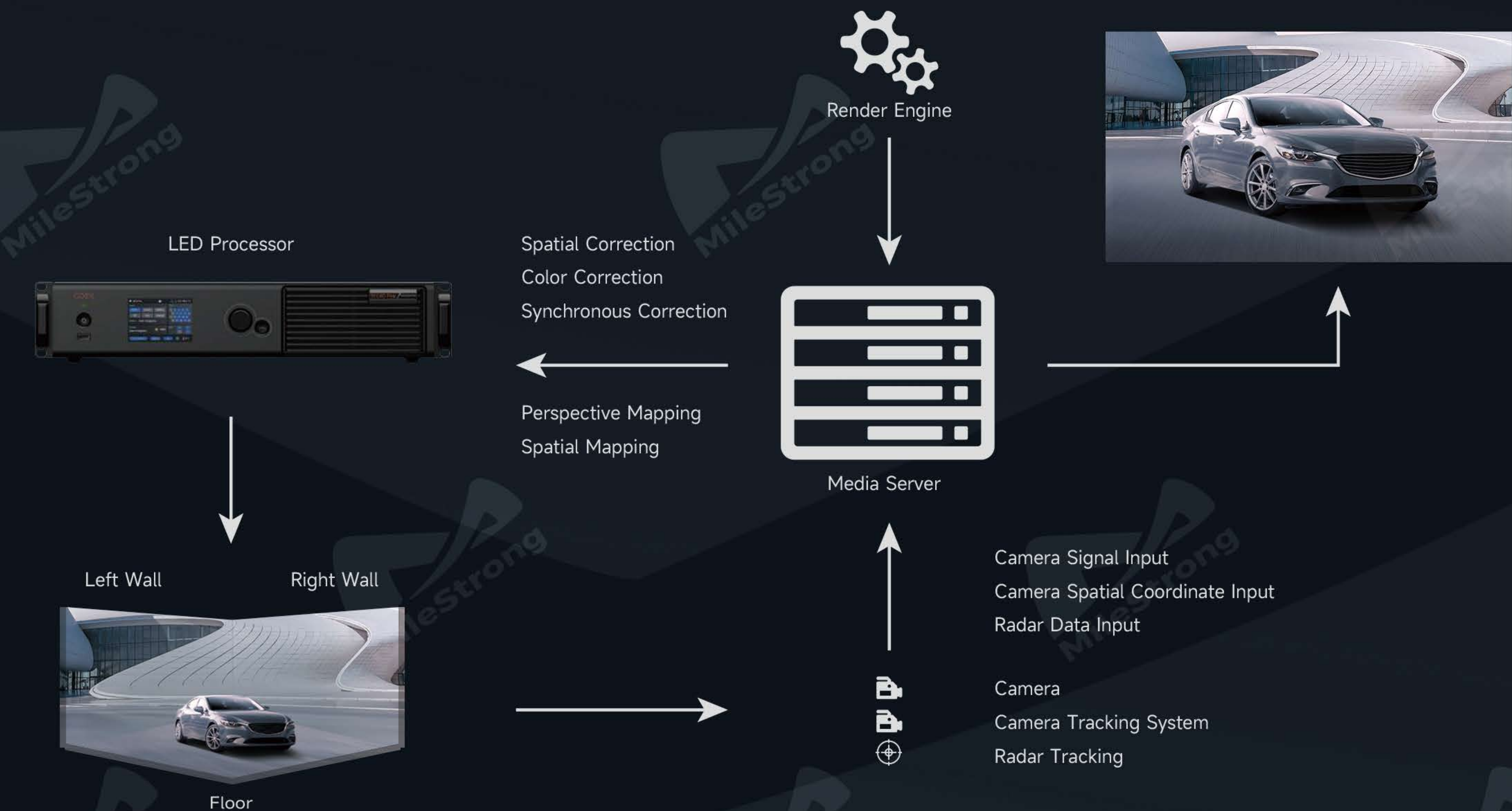
Rendering Engine & Control System

Advanced rendering and control servers ensure smooth operation, supporting real-time creative workflows.

Rendering Engine & Control Server System



Control System Working Process



Frame Multiplexing

Enables multiple camera positions in one shoot, maximizing efficiency and production value.



Camera 1



Camera 2



Camera 3

Shutter Sync

Keeps system and camera parameters fully synchronized, preventing scan lines and ensuring perfect image capture.



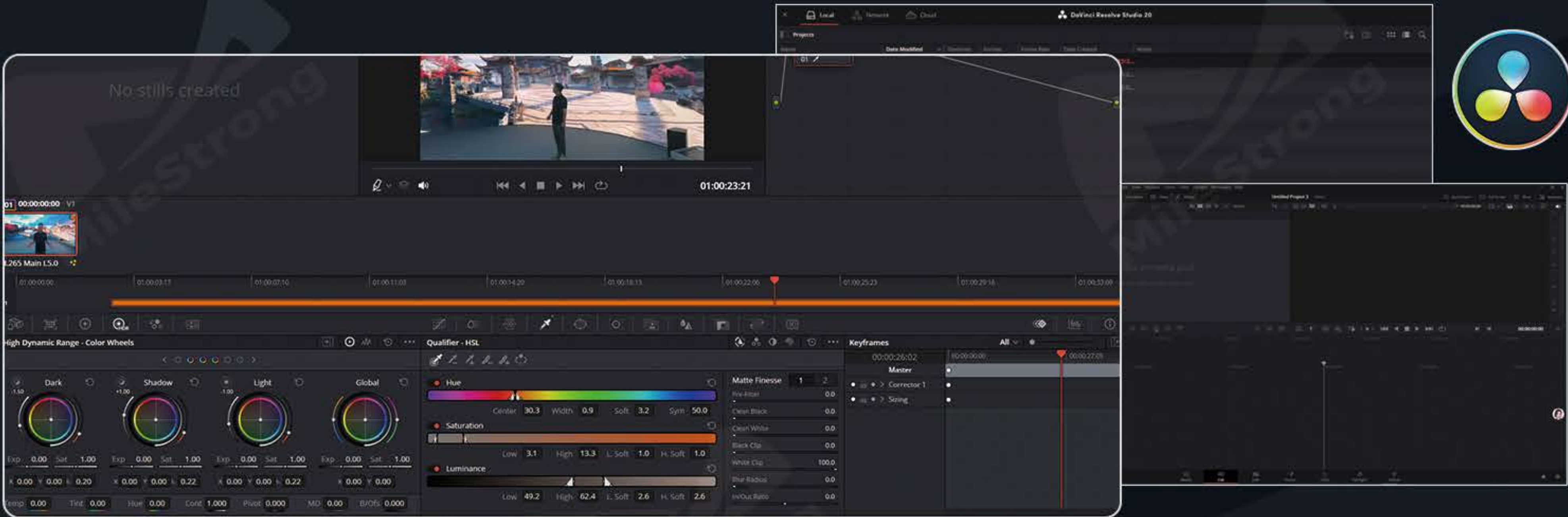
Skin Tone Protection

Preserves natural skin tones during LED background shoots, avoiding distortion after color adjustments.



Darwin Control Software

A powerful, user-friendly integration system offering comprehensive functionality for streamlined operation.



- A visualized process from input.
- Intelligent assistant for color adjustment and screen management.
- Comprehensive system status monitoring.
- Built-in simplified mode, simple and intuitive point of control.

Color Magic

14-color adjustment function enables precise tuning of hue, saturation, and lightness, without affecting other colors.

BLACK

WHITE

RED

ORANGE

YELLOW

LIME

GREEN

TURQUOISE

CYAN

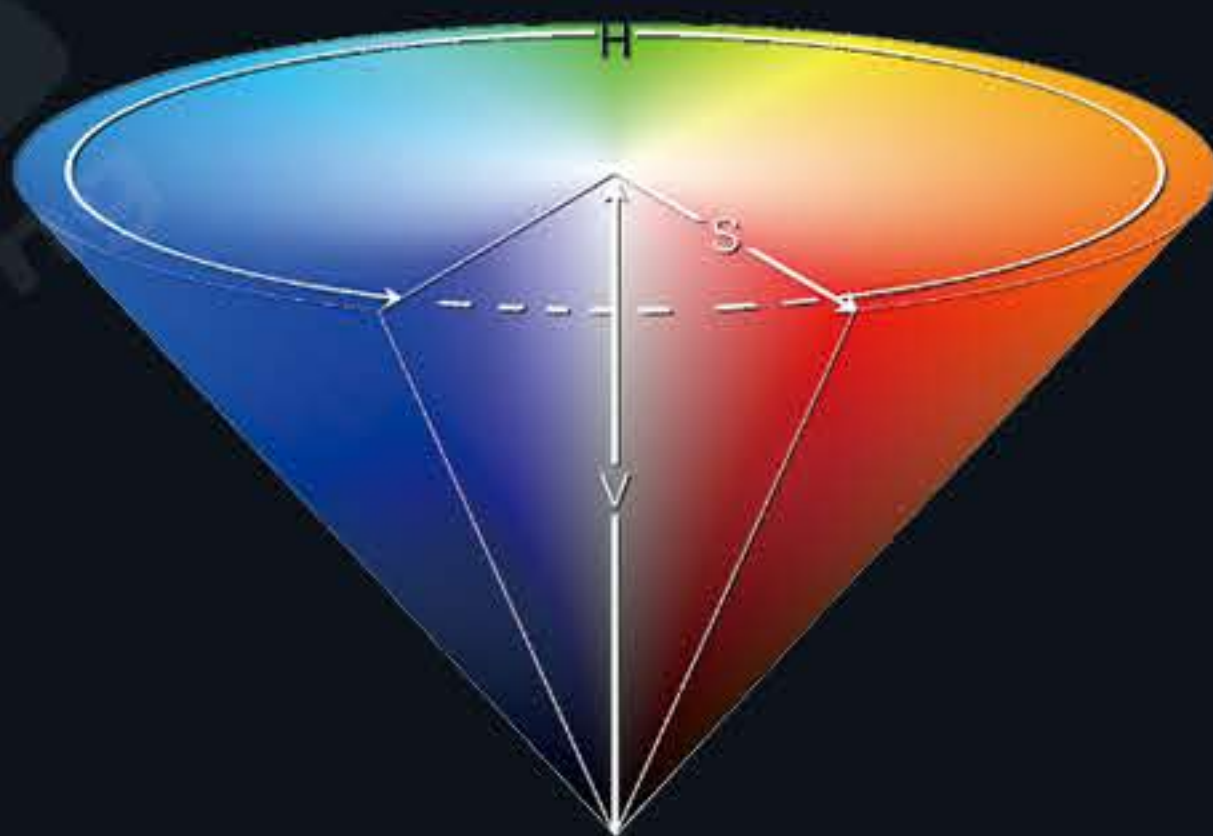
COBALT

BLUE

VIOLET

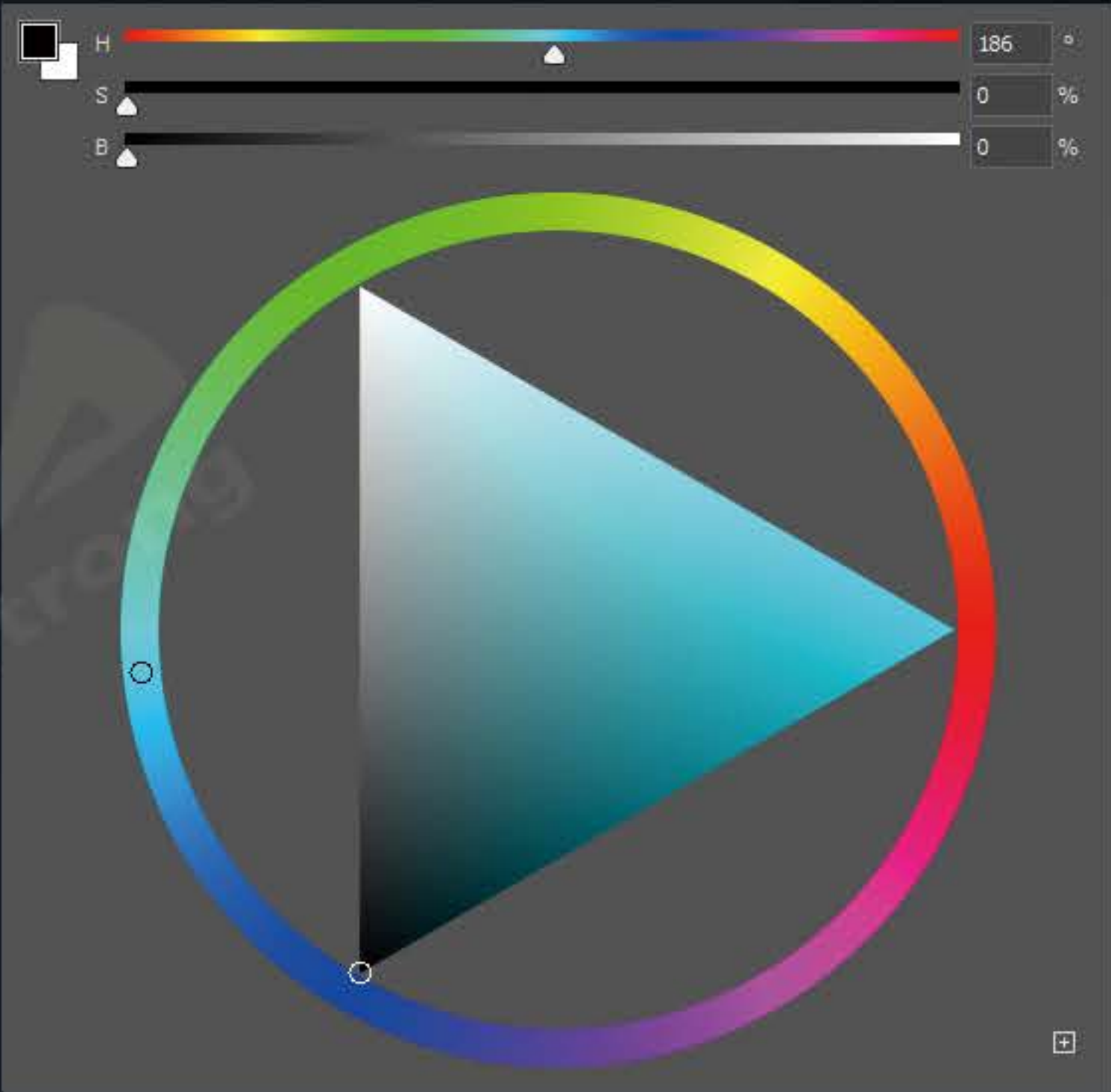
MAGENTA

CRIMSON



HDR

High Dynamic Range enhances contrast, revealing fine details in both dark and bright areas.



Color Replace

Select and replace any color from the video source, allowing creative customization.



High Refresh Rate

Up to 7,680Hz with 240Hz frame rate ensures smooth playback without motion blur, perfect for fast-moving virtual scenes.



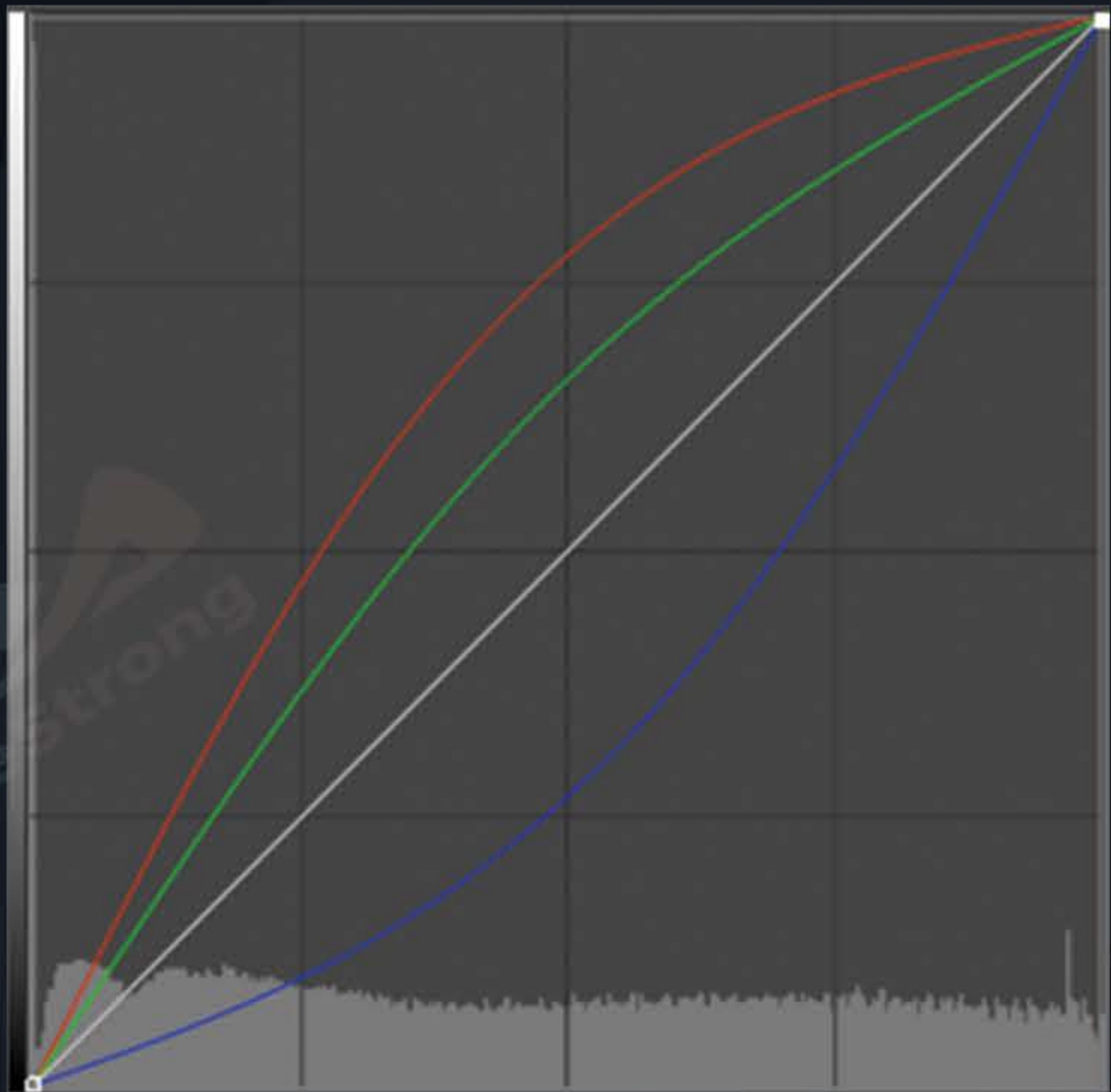
High Grayscale

16-bit grayscale delivers subtle brightness variations with precision, ensuring natural transitions and immersive realism.



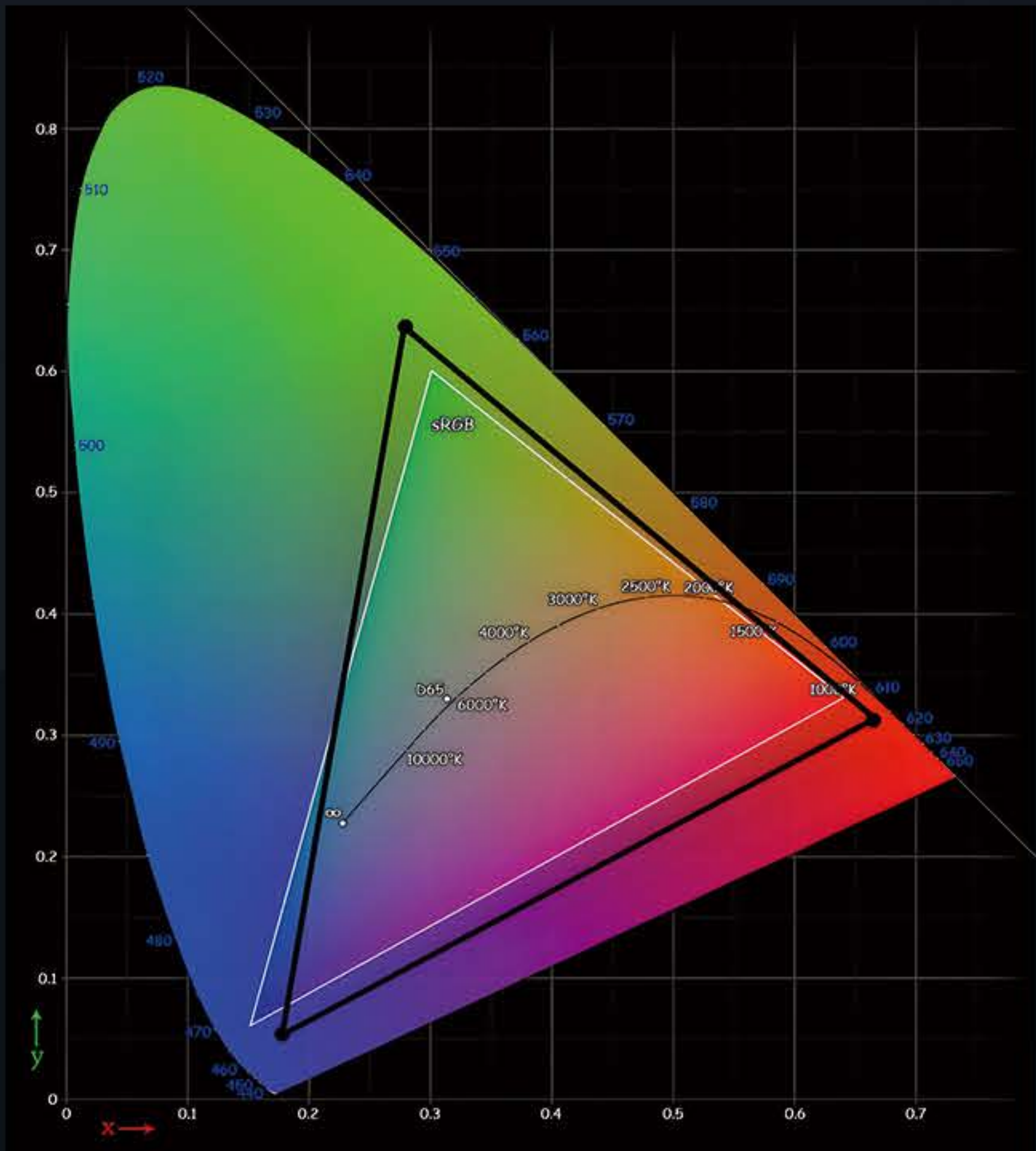
Color Curve

Smoothly adjust Y, R, G, and B channels for consistent color across different brightness levels.



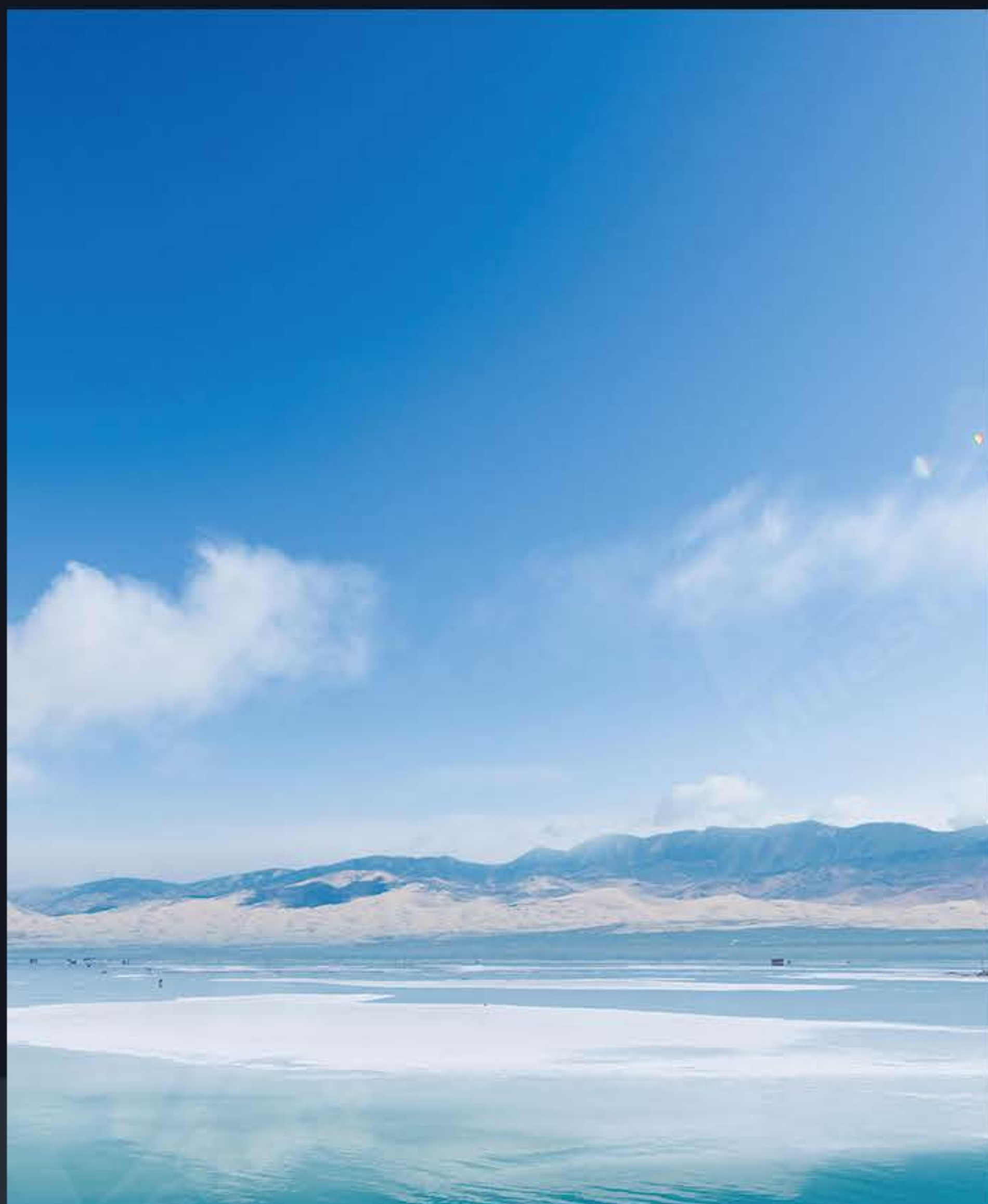
Color Gamut Transform

Adjust output to international standards (NTSC, Rec.709, Rec.2020, PCHP3) or custom gamuts, solving color deviation issues.

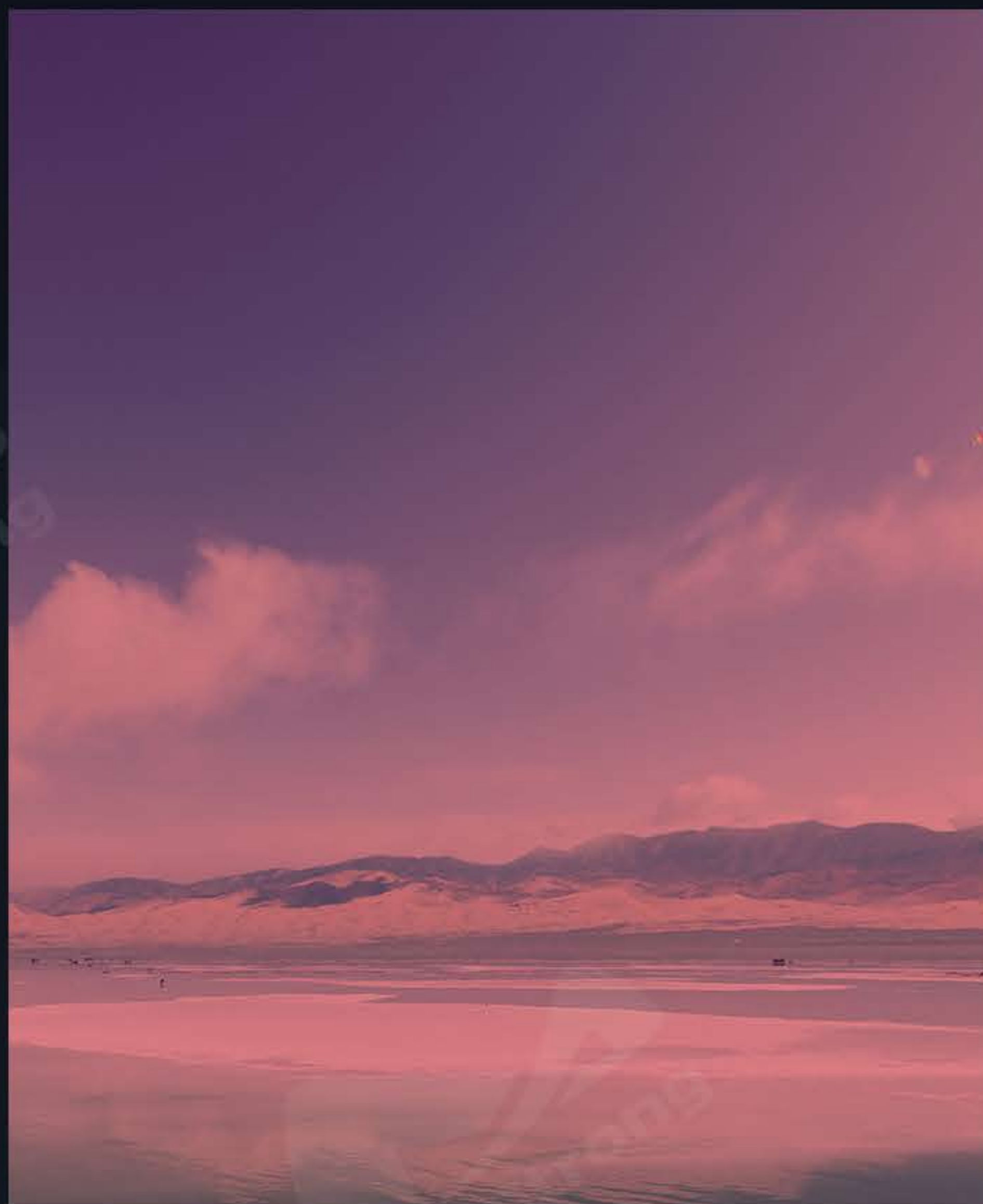


3D-LUT

Real-time color calibration and 3D LUT mapping achieve cinematic-level color transformation, enhancing storytelling and scene creation.



Original



LateSunset.cube



HorroBlue.cube

Application Scenarios

The LR Series is widely used in xR studios, film and TV production, live concerts, exhibitions, corporate events, and immersive experience centers. It empowers creators to produce visually stunning, flexible, and interactive content with unmatched realism.



Parameters

Items	LR19		LR26	
Pixel Pitch (mm)	1.953		2.604	
LED Type	Nationstar RS1415			
Pixel Density (pixels/m²)	262,144		147,456	
Module Resolution (W×H)	128×128		96×96	
Module Size (W×H)	250×250			
Cabinet Size (mm)	500×500×82			
Module Arrangement (W×H)	2×2			
Cabinet Resolution (W×H)	256×256		192×192	
Cabinet Weight (kg)	7.8			
Maintenance	Front & Rear			
Cabinet Material	Die-cast aluminum			
Brightness (nits)	1,200			
Color Temperature (K)	8,000–9,000			
Viewing Angle (H/V)	160°/140°			
Contrast Ratio	8,000:1			
Frame Rate (Hz)	240	120	240	120
Scan Mode	1/8	1/16	1/8	1/16
Grayscale (bit)	16			
Refresh Rate (Hz)	7,680			
Color Gamut	DCI-P3 90–95% (copper wire), up to 95–98% (gold wire)			
Control Unit	Nova Star A10S PRO			
Driver IC	ICN3065			
Video Input	AV, DVI, HDMI, SDI, S-Video, DP, etc.			
Peak Power Consumption (W/PC)	600			
Average Power Consumption (W/PC)	240–280			
Protection Level	IP31			
Input Voltage	AC110V–AC220V, 50–60Hz			
Operating Environment	-10 °C ~ 45 °C, 10% ~ 80% RH, no condensing			

* The specifications are for reference only. Actual parameters may vary depending on the specific model or contractual agreement.



Bring your ideas into reality

MileStrong Headquarters & Showroom

4/F, Building B15, Phase II, Xincheng Chuangzhi
Industrial Park, No. 456 Heping Road,
Furong District, Changsha, Hunan, China

Shenzhen MileStrong XR/Immersive Display Division

3/F, Building 5, Xinlianhe Industrial Park, Bao'an
District, Shenzhen, Guangdong, China

Shenzhen MileStrong Conventional Display Division

Building 4, Yinjin Technology Industrial Park,
Fengjing South Road, Hewan Community,
Matian Subdistrict, Guangming District, Shen-
zhen, Guangdong, China

Shenzhen MileStrong Transparent Display Division

3/F, Tianyou Building, Yuekang Road, Bao'an
District, Shenzhen, Guangdong, China

Shenzhen Milestrong Technology Co., Ltd.



Website



WhatsApp



WeChat



TikTok



YouTube