

Al Translation A/B language switching

How to set up A/B language switching for Al-Translation.

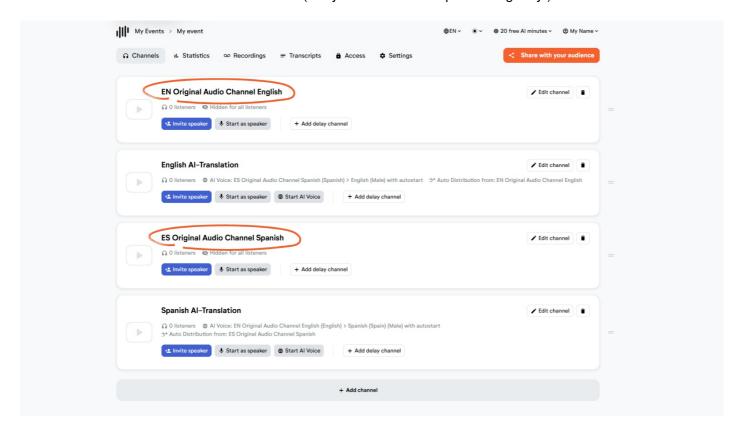


If you want to use AI translation and there is more than one language spoken on stage, you can take advantage of our MLD (Multi Language Detection) function. However, sometimes it will be the better option to manually control the switching process as the delay for translation will be smaller, since MLD adds a slight delay to translation because it needs time to analyze the current language.

In such cases you can use the A/B Language Switching feature that is also used for human interpreters. Here is how to set this up.

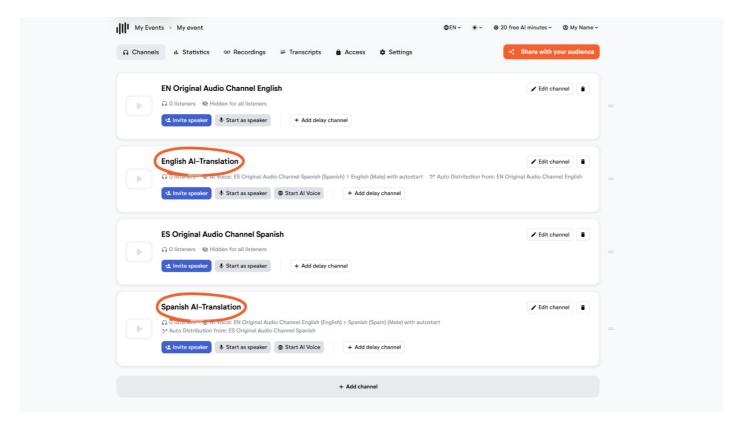
1. Create Two Original Audio Channels

- Channel A: The primary spoken language (e.g., Spanish Original A)
- Channel B: The alternate spoken language (e.g., English Original B)
- Hide both channels from the audience (They're for internal Al processing only.)



2. Create Two Al Translation Channels

- Al Translated A→B: Converts audio from Original A into Language B
- Al Translated B→A: Converts audio from Original B into Language A



You now have four audio channels:

1. 1. Original A

2. 2.

Original B

3. 3.

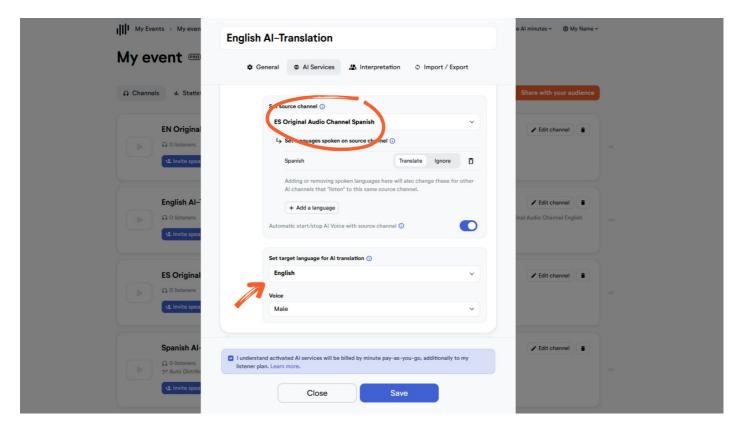
Al Translated A→B

4. 4.

Al Translated B→A

3. Configure Al Translation in Channels

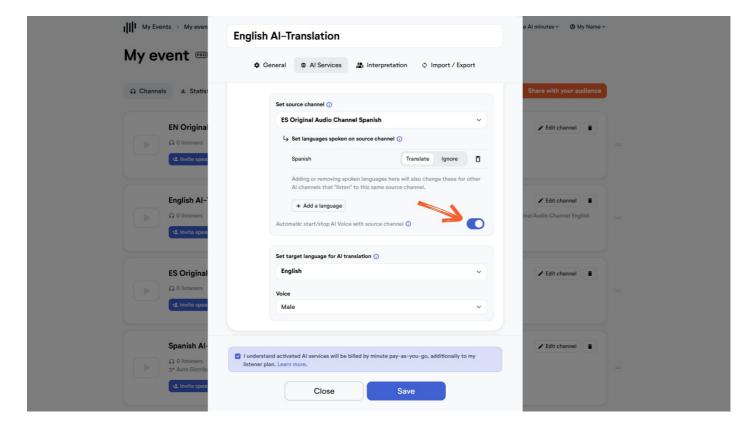
- In the "Edit channel" settings of Al Translated A→B, select Original A as the audio source with language
 A as the input language and languageB as the output language.
- In the "Edit channel" settings of the second AI translation channel AI Translated B→A, select Original B as the audio source with language B as the input language and language A as the output language. This ensures each AI channel listens to the correct source channel and the right language selected for translation.

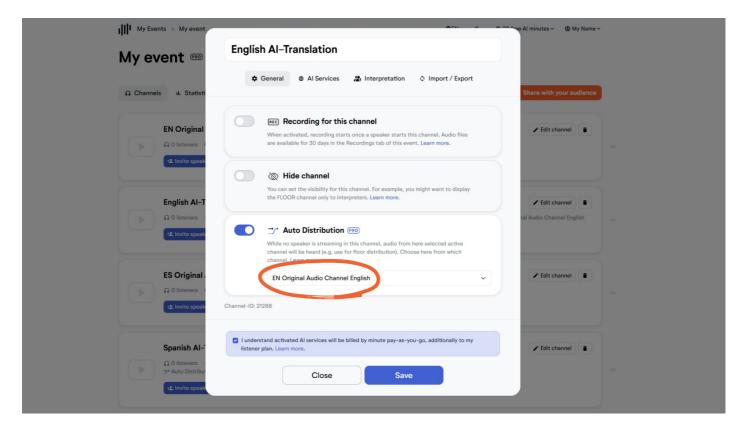


4. Enable Autostart & Auto-Distribution

In each AI translation channel:

- Turn on Al-Autostart, so the Al translation is active as soon as the source channel is active.
- Activate Auto-Distribution in the "General" section of the "Edit channel" settings and set it to the same
 original audio channel. For example, in the Al A→B channel, when the same language is spoken, it
 automatically distributes the Original B audio, so listeners hear continuous speech.

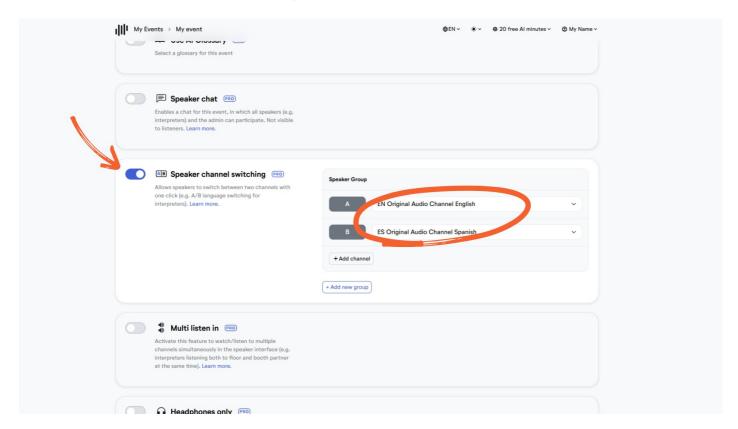




5. Configure A/B Language Switching in overall "Event Settings"

Within your event's A/B Language Switching settings:

- Define Original A and Original B as the two source channels.
- This binds them to A/B buttons in the speaker interface.



6. Speaker Workflow During Live Session

1 1

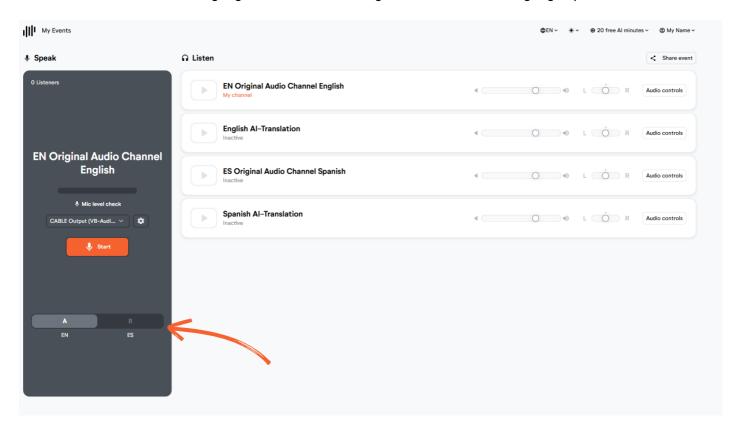
Click "Invite Speaker" on one of the two original source channels. It makes no difference which channel

you use to invite the speaker, as you can switch between the channels.

2. 2.

In the Speaker Interface, use the A/B buttons to switch channels when the spoken input language changes. Toggling to A triggers AI Translated $A \rightarrow BToggling$ to B triggers AI Translated $B \rightarrow A$

The AI translation channel starts automatically, and listeners receive continuous translated audio. The original audio is available when the language selected for listening is the same as the language spoken.



Checklist

- Set up Original A and Original B channels (hidden)
- Create AI Translated A→B and AI Translated B→A channels
- Assign proper source audio in AI channel settings
- Set the correct AI translation output language
- Enable Autostart on all AI translation channels
- Enable Auto-Distribution to the original channels
- Configure A/B Language Switching in event settings linking Original A & B
- Speaker (Technician or person in charge) toggles via A/B to activate correct AI translation stream

With this setup, you can manually select the AI voice translation language depending on the spoken language to achieve better translation quality compared to auto language detection.