

AI Translation A/B language switching

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

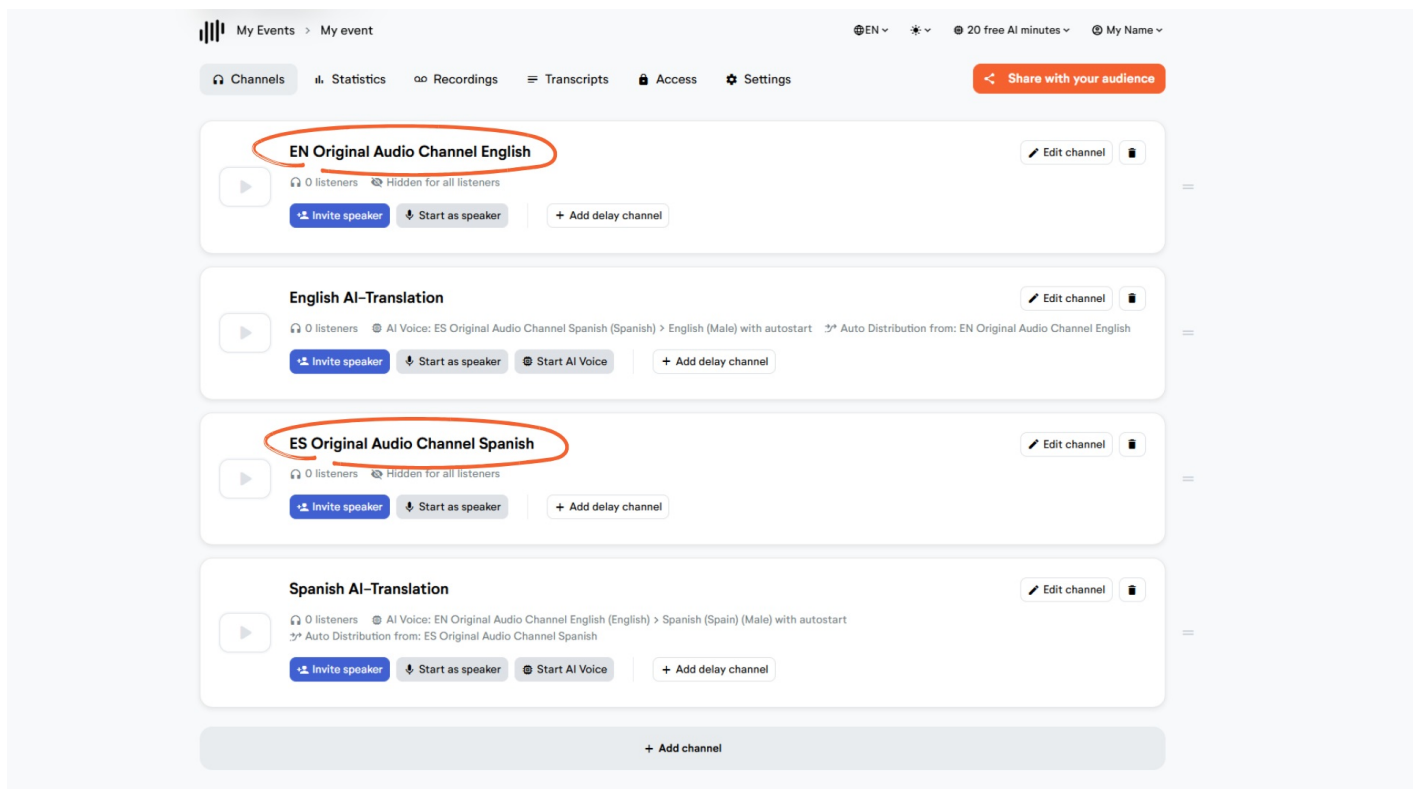


If you want to use AI translation and there is more than one language spoken on stage, you can take advantage of our [MLD](#) (Multi Language Detection) function. However, sometimes it will be the better option to manually control the switching process as the delay for translation will be smaller, since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

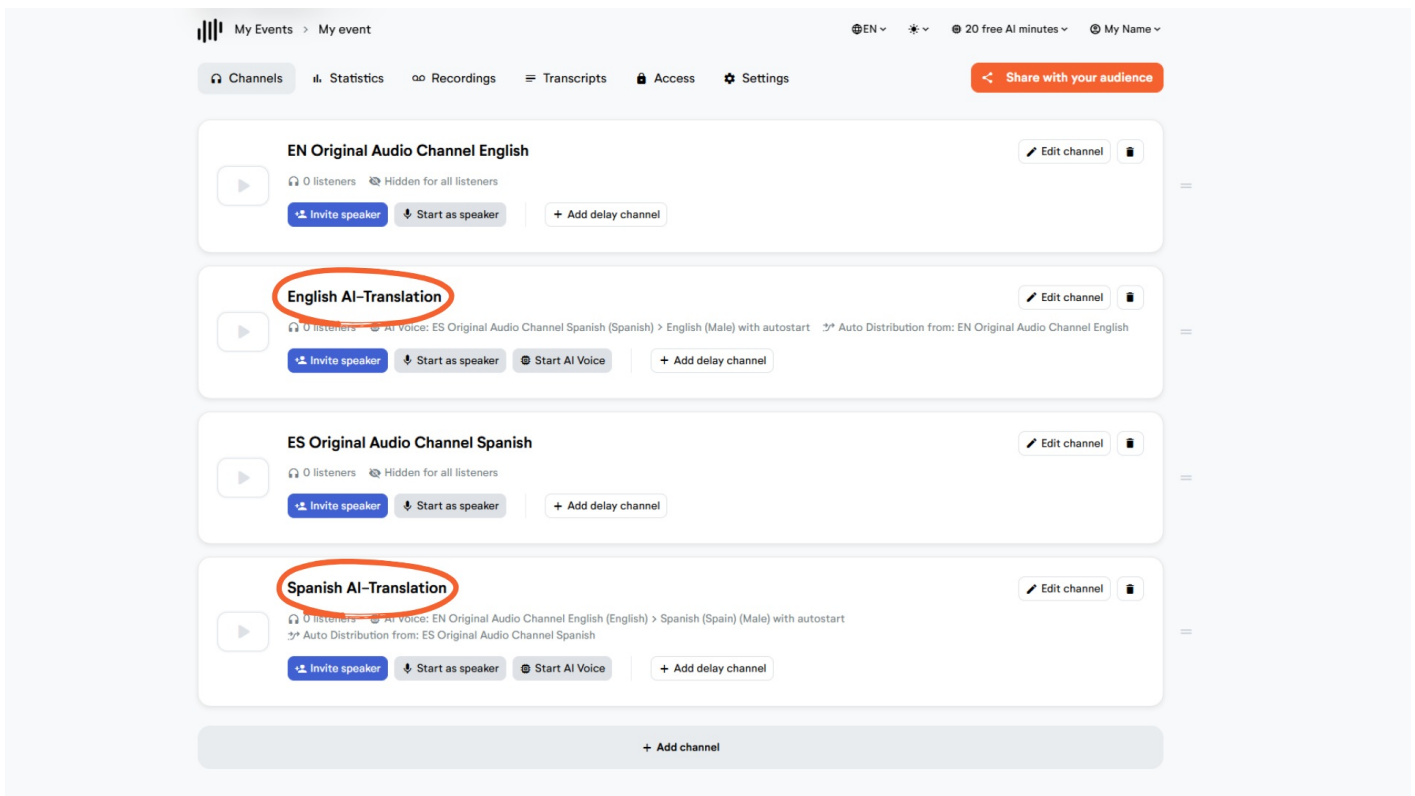
1. Create Two Original Audio Channels

- **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 AI processing only.)



2. Create Two AI Translation Channels

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

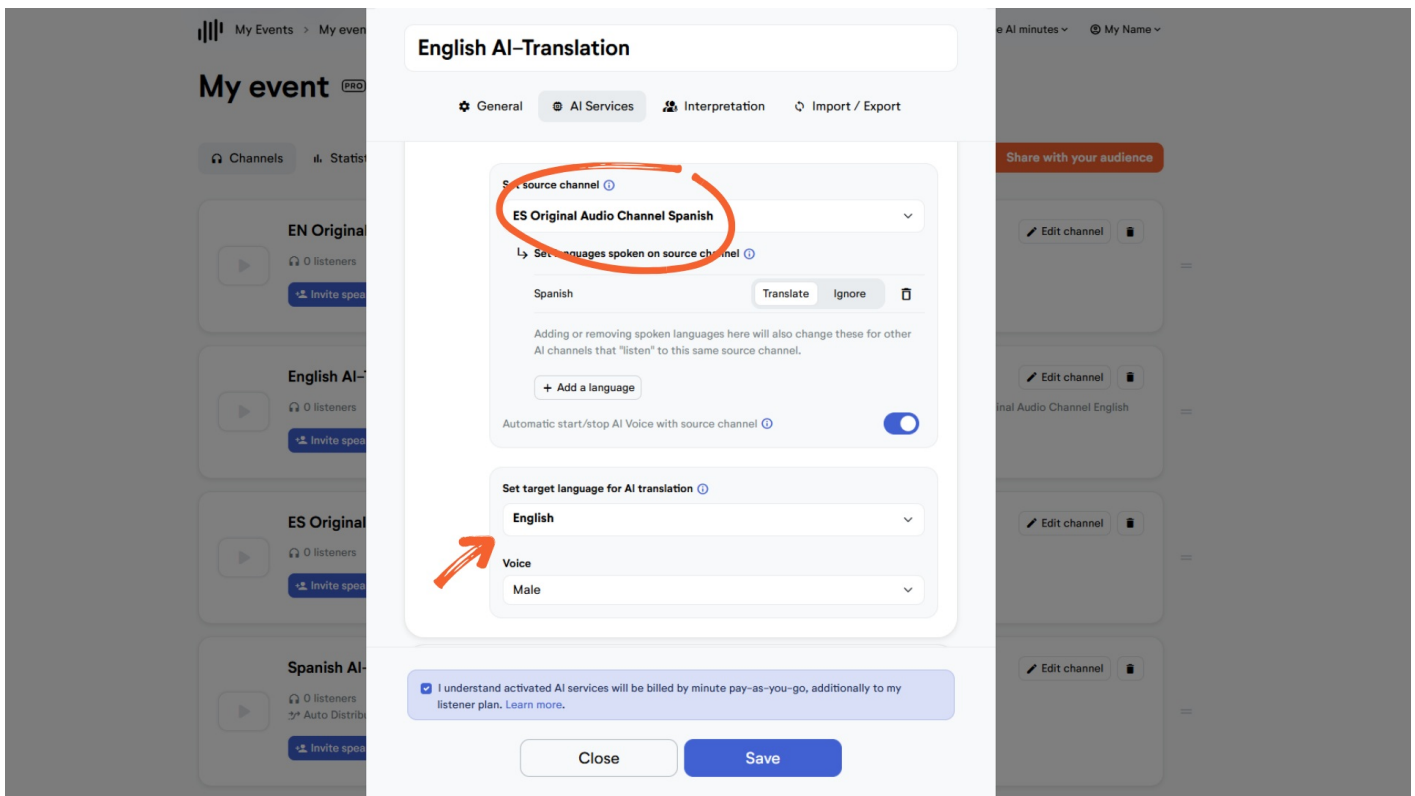


You now have **four audio channels**:

1. 1.
Original A
2. 2.
Original B
3. 3.
AI Translated A→B
4. 4.
AI Translated B→A

3. Configure AI Translation in Channels

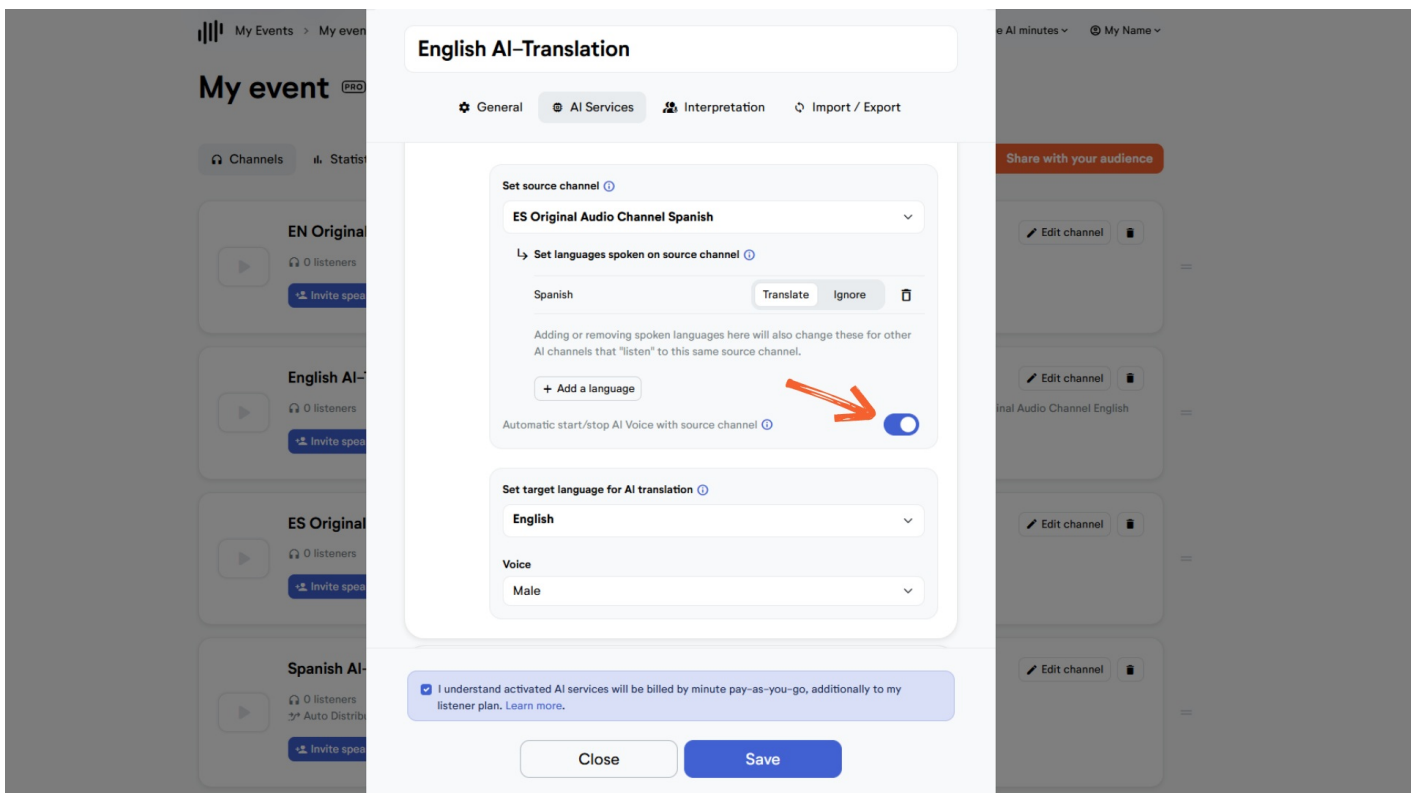
- In the “Edit channel” settings of **AI Translated A→B**, select **Original A** as the audio source with **language A** as the input language and **language B** as the output language.
- In the “Edit channel” settings of the second AI translation channel **AI Translated B→A**, select **Original B** 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.**

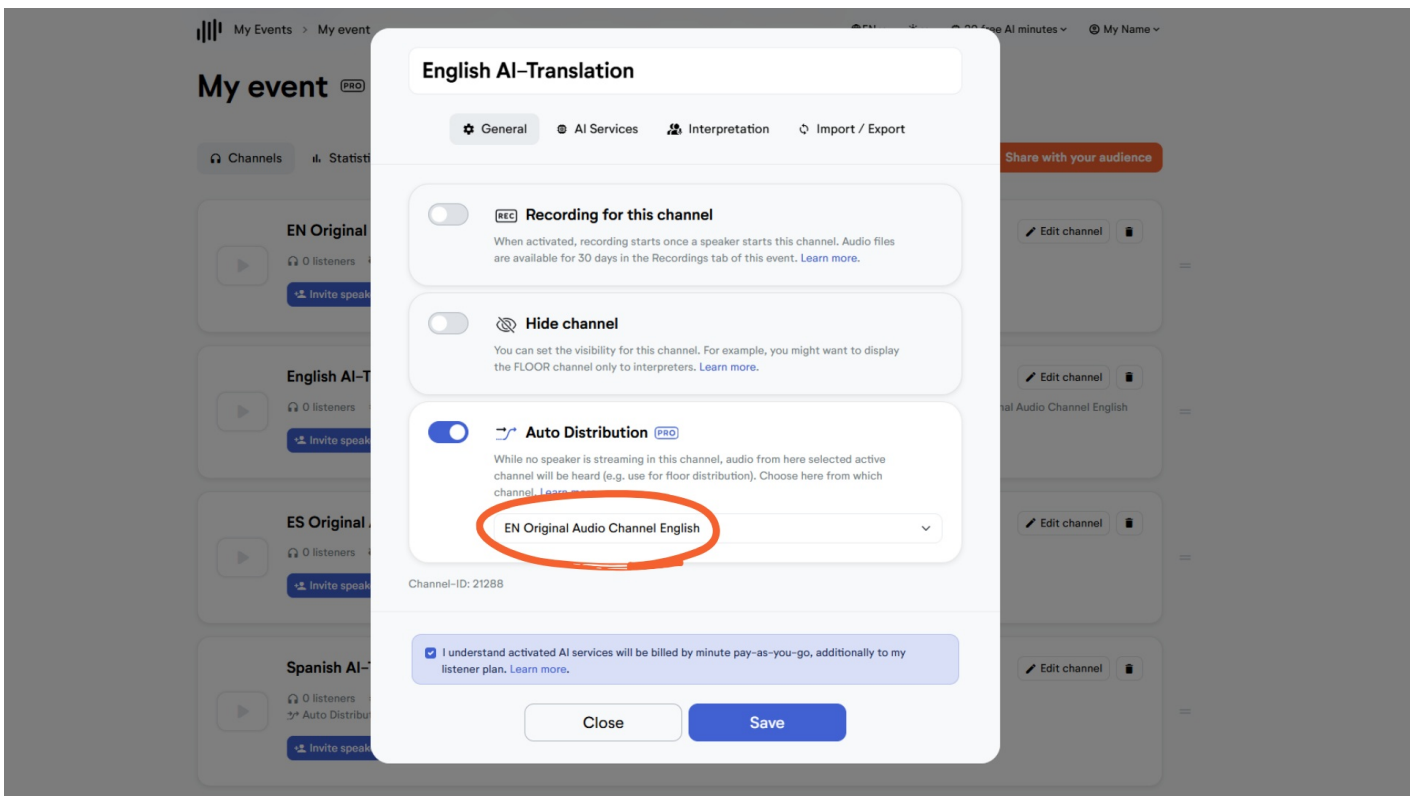


4. Enable Autostart & Auto-Distribution

In each AI translation channel:

- Turn on **AI-Autostart**, so the AI 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 **AI A→B channel**, when the same language is spoken, it automatically distributes the **Original B** audio, so listeners hear continuous speech.

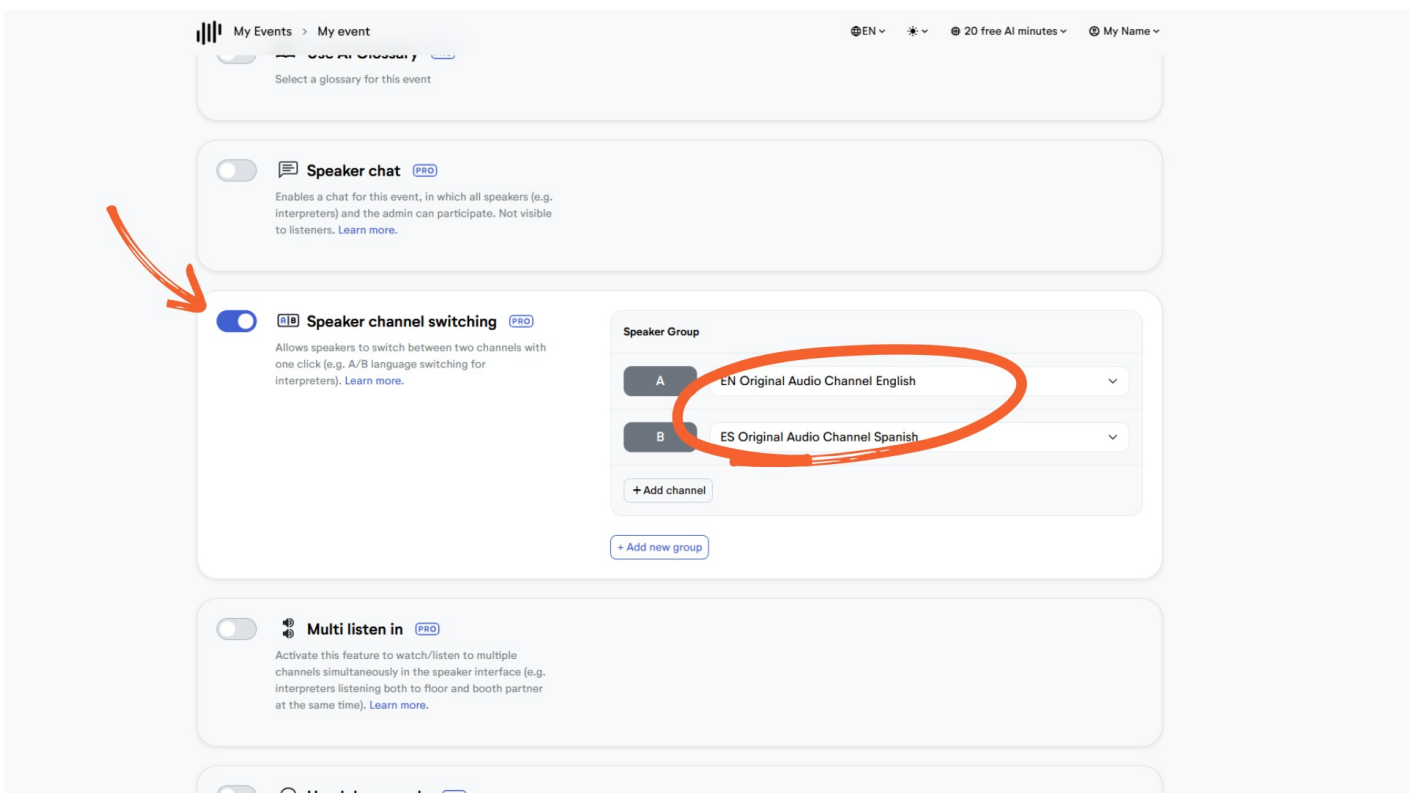




5. Configure A/B Language Switching in overall “Event Settings”

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.

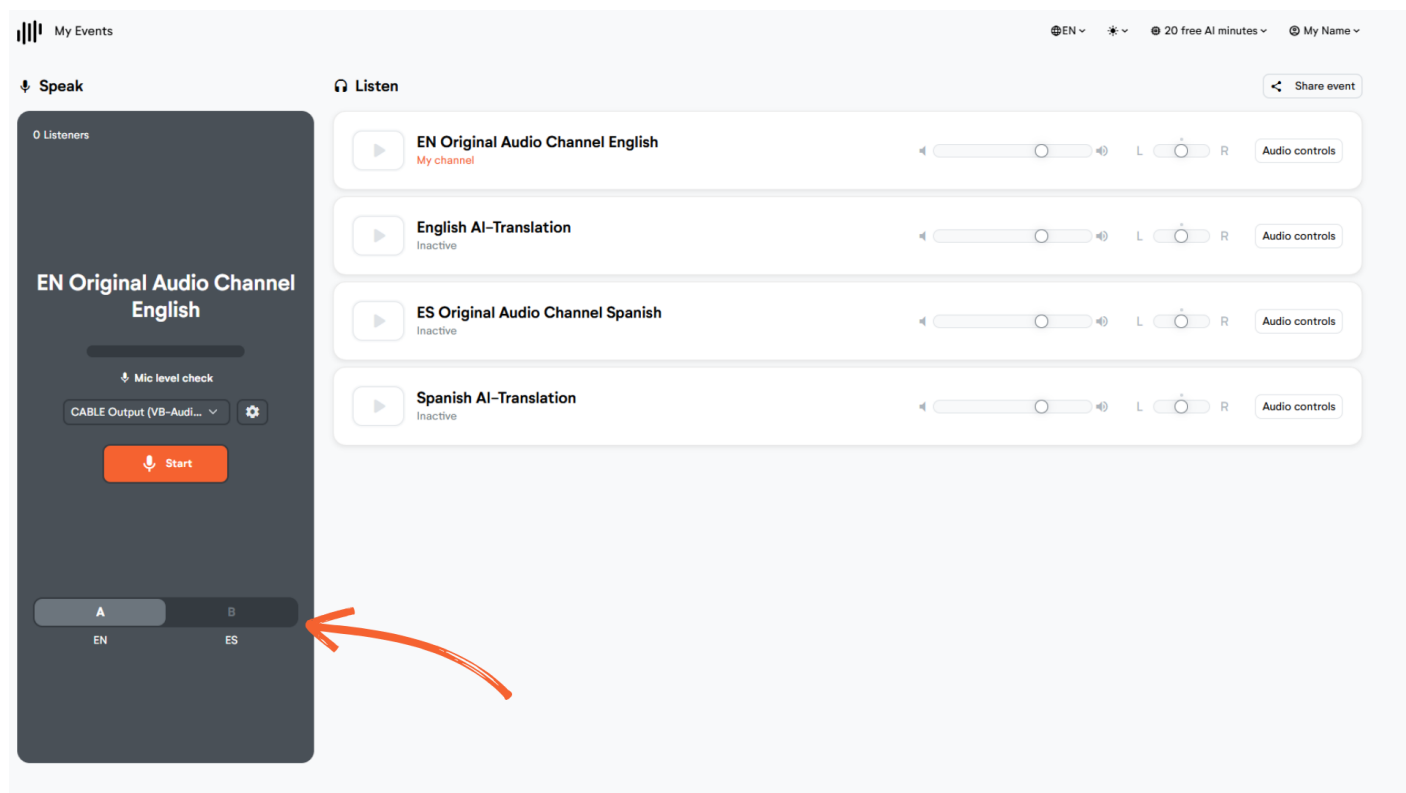
Click **“Invite Speaker”** on one of the two original source channels. It makes no difference which channel

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→B. Toggling to B triggers AI Translated B→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.