



SILVERBALL MAX



Short manual
Version 5.53 / 6.xx



T A B

A U S T R I A

Industrie- und Unterhaltungs-
elektronik Gesellschaft m.b.H.



Thank You for having chosen the

SILVERBALL Max

from among the many game machines available on the market.

For greatest satisfaction in using the SilverBall Max, please read the operating instructions carefully.

Please keep this manual where you can find it quickly when necessary.

Our hotline is at your service for any further questions.

Call +43 / 72 29 / 78 0 40 - (ext.) 250

Mr. Robert Gritzer will be happy to assist you.

SilverBall Max Short manual

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Although we have devoted great attention to composing the texts and illustrations, it is impossible to exclude all possibility or error.

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We welcome suggestions for improvement, and would appreciate having any errors brought to our attention.

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(C) 1996-2001 TAB-Austria
A-4052 Ansfelden, Haiderstraße 40
Tel. +43 / 72 29 / 78 0 40 - 0*, Fax +43 / 72 29 / 78 6 60

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Display:

Here you can configure the individual display modes:

Top Select: If activated, the best 13 numbers are displayed under Top Hits and can be selected directly from the display on main page.

From version 6.10: If the last update was an update of less than 14 titles (i.e. from an update via internet), a page called "New" will be displayed before the page "Top 13", from which you directly can select the titles.

Show Hints: If activated, helpful hints are shown alternately to explain each function.

Playlist: If activated, the music titles that have been chosen, but have not yet been played are displayed.

Depending on whether the function Top Select or Playlist is activated, the button Cover in the jukebox's main menu has a multiple function.

From version 6.10:

Silverball Stand by: If activated, 2 minutes after the title changed, there will be switched to the Silverball menu und the standby sequence will be shown for approx. 1 minute, before it switches back to the SB Max menu.

If an advertising page was selected, there will be switched to the standby sequence, even this field isn't selected.

On a Silverball Selection Terminal there will be switched to the Silverball Standby 1 minute after the title changed.

Titles that are allowed to be deleted:

Here you can lay down on which conditions titles should be automatically deleted as soon as new titles are added and the hard disk lacks storage space.

Older than x weeks (e.g. 6 weeks): The titles must have been in the jukebox for at least x (6) weeks.

Delete Worst Selections: If chosen, those titles are deleted that have been selected the worst.

Delete Oldest Selections: If chosen, those titles are deleted, which were selected the longest time ago.

Normally, this setting is recommended.

Delete Title Counter (Top 13):

Here you can establish how often you would like the counter of the Top 13 list to be reset. The Default setting is every 12 weeks.

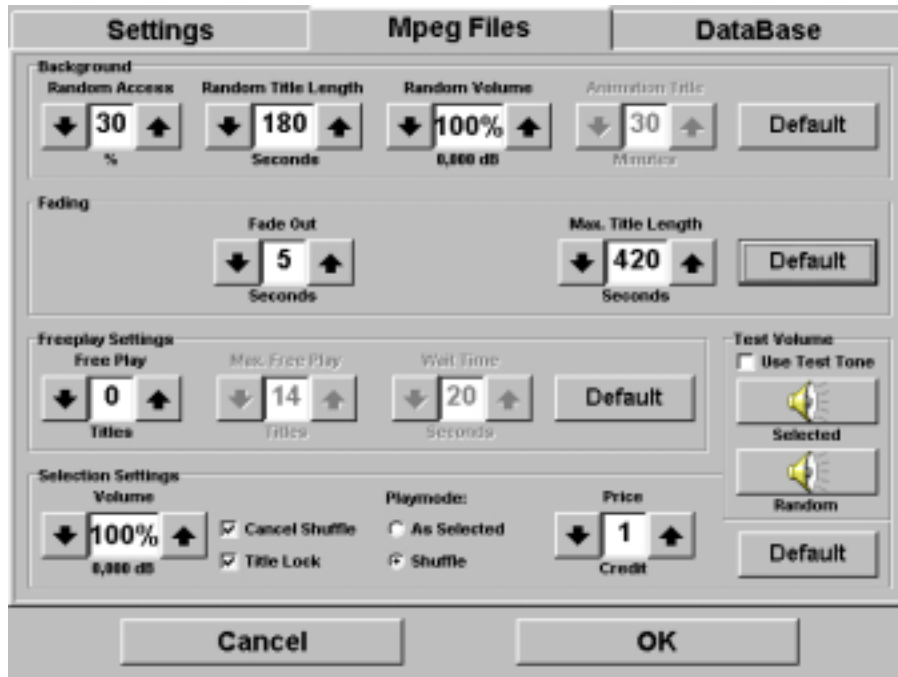
From version 6.10:

With the button „Reset now“ you can reset the counter immediately.

Under „Next Reset“ there will be shown the day, on which the counter will be reset the next time.



2) Mpeg Files:



Background:

Random Access: This percentage indicates how many per cent (e.g. 30%) of the music pieces that are played the least are used as background music. If you set this number at zero (0%), the setting option Animation Title is activated described further below.

Random Title Length: This number determines the maximum time in seconds that a title is played as background music.

Random Volume: This percentage indicates the volume of the background music in percent.

Animation Title: This field is active if the Random Access number is set at 0%. In this case, titles will be played as animation and not as background music. The number set for Animation Title determines the time in minutes in between each of the Animation Titles.

Fading:

Fade Out: This number lays down the time in seconds during which a title played as background music fades out after a title has been selected.

Max. Title Length: This number indicates the maximum time in seconds that a selected title is played.



Freeplay Settings:

- Free Play:** This number refers to the number of titles that can be selected without any payment.
If it is bigger than zero, the two following fields are activated:
- Max Free Play:** This number indicates how many titles at the most may be selected in advance. This should prevent individual users from selecting a large number of titles and so causing the jukebox to play only this person's music for the next few hours.
- Wait Time:** This number indicates how many seconds after selecting the number of titles established in the field Free Play a pause screen should be displayed as Wait Time.
If, for example, 3 Free Plays are set, a screen appears for the length of e.g. 20 seconds displaying the words „Thanks for touching me.“ after you have selected 3 titles.

Selection Settings:

- Volume:** This percentage indicates the volume of the selected music in per cent.
- Cancel Shuffle:** If selected, the background music is immediately cancelled after selection and the chosen title is played.
- Title Lock:** If Title Lock is turned on, a title that has been selected twice thus appearing twice in the playlist is only played once.
With this setting however, the display mode Playlist should be turned off (see the field Display Playlist in Settings in section 1).
If Title Lock is turned off, a title is played that many times it has been selected (You should choose this setting if the Playlist is activated on the display.).
- As Selected:** If „As Selected“ is set, the titles are played in the order they were selected.
- Shuffle:** If „Shuffle“ is set, the selected titles are played in random order.
- Price:** Here, the price is determined per title. It can range between ½ and 10 credits.

Under Playmode you can switch the order mode of the selected music titles between “As Selected” and “Shuffle”.

The lower right field is labelled **Test Volume** and allows you to choose between a sound and a piece of music in order to test the volume of background music and selected titles.

Test Volume:

- Use Test Tone:** If selected, a sound with a persistent tone frequency is played. Otherwise, a random title is chosen and played.
- Selected:** You can test the volume of a selected title by pressing this button.
- Random:** You can test the volume of background music by pressing this button.





3) DataBase:

| Artist | Title | Count | Total |
|-------------------|-------------------|-------|-------|
| Abba | Chiquitita | 0 | |
| Abba | Fernando | 0 | |
| AC/DC | Helts Bells | 0 | |
| AC/DC | Highway To Hell | 0 | |
| Adamski | Killer | 0 | |
| Arzte | Westerland | 0 | |
| Alanis Morissette | All I Really Want | 0 | |
| Alanis Morissette | Forgiven | 0 | |
| Alanis Morissette | Hand In My Pocket | 0 | |
| Alanis Morissette | Head Over Feet | 0 | |
| Alanis Morissette | Ironic | 0 | |
| Alanis Morissette | Joining You | 0 | |
| Alanis Morissette | Mary Jane | 0 | |
| Alanis Morissette | Perfect | 0 | |
| Alanis Morissette | Right Through You | 0 | |
| Alanis Morissette | Wake Up | 0 | |
| Alanis Morissette | You Learn | 0 | |

Sorted by: Artist, Title, Worst, Alltime Worst, Worst Selected, Playlist

Dates: Entry 14.02.01, Last Selection, Last Playing 23.02.01 11:16:26

Buttons: Play, [Down Arrow], [Up Arrow], Delete, Reset, Cancel, OK

In the DataBase you will find all the music pieces listed according to artist, title, number of times it was played since the Title Counter (= Top 13 counter) was deleted last and according to the total number of times it was played.

In order to make it easier for you to view and handle the DataBase, you can sort all entries according to **Artist**, **Title**, **Worst** (counter = Top 13 counter), **Alltime worst** (counter => the Total Counter will not be reset), **Worst (last) Selection** and **Playlist**.

Under **Play** you have the option of listening to a title e.g. before deleting it or for checking for any defects. The field Delete enables you to delete titles that you have previously highlighted in the DataBase.

For this purpose, the **Dates** given in the field on the right referring to the titles selected in the DataBase should also prove very helpful.

By pressing the button **Reset**, the entire DataBase is deleted and reset. All counters are now set at zero.

