



# Technical Info

## **Silverball Max / Karaoke with Radio**





## **Operating Silverball Max or Silverball Karaoke Device together with pub stereo system**

From Silverball Version 6.05 on you are given the possibility to run the machine together with your pub's own stereo system.

This technique enables you to automatically switch over from the stereo system to the Silverball Karaoke Machine ("crossfading") each time a Karaoke track is played. After the track has ended, it automatically switches back to the pub's stereo system.

In order to also run Silverball Max with the pub's stereo system, you need to set the background music to 0% in test mode.

This enables music to be played only when a customer makes a selection. Otherwise, music is played from the pub's stereo system.

There are two different ways of setting the automatic switchover. These are described on the next two pages:

1. Switchover by the Silverball Max/Karaoke Soundcard's LINE IN and LINE OUT
2. Switchover with the help of a Silverball I/O Controller output

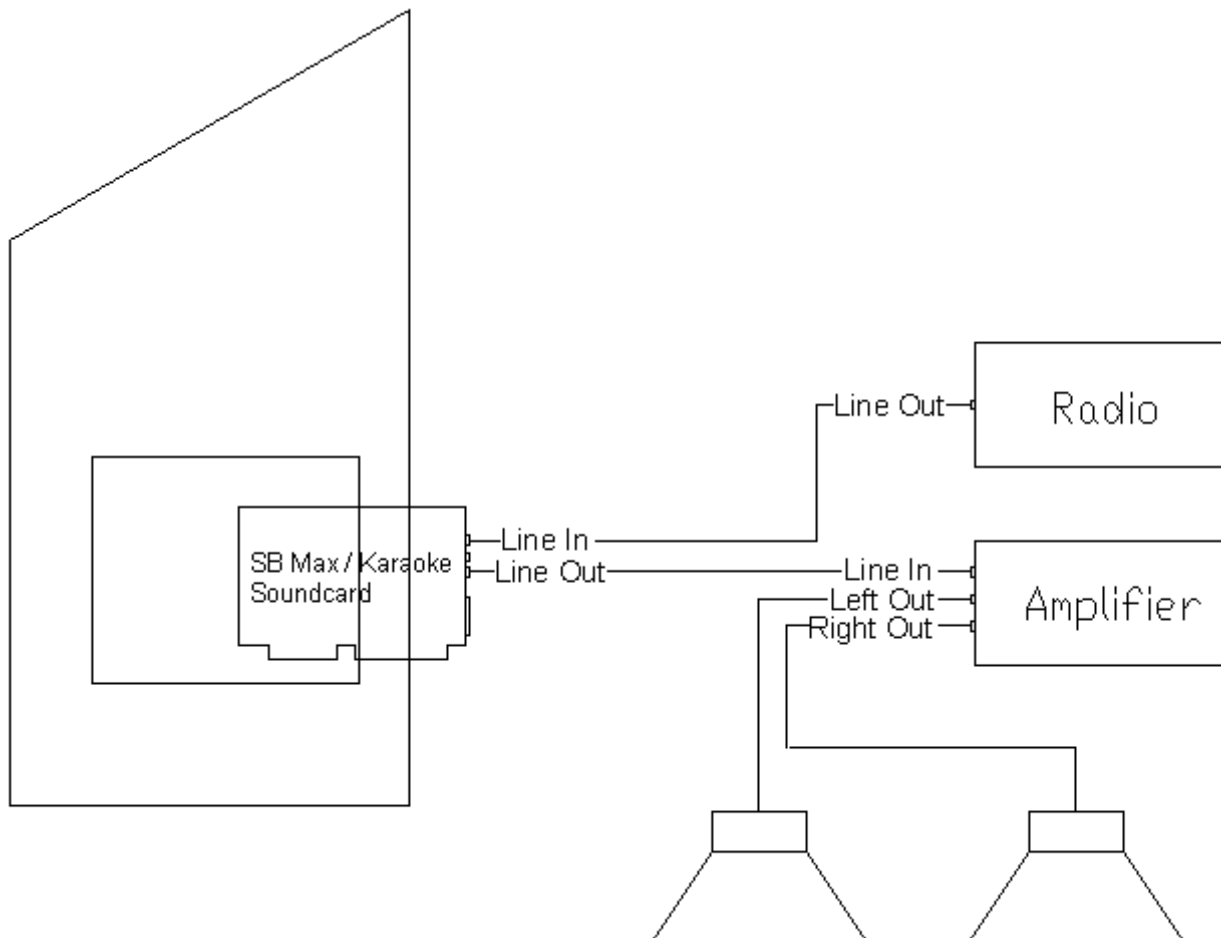
### **ATTENTION:**

These operating modes are designed especially for Silverball Karaoke because Silverball Max should replace the whole music system, because only in this case it can guarantee best earnings.





## 1. Switch-over by the Silverball Max/Karaoke Soundcard's LINE IN and LINE OUT:



With this solution, the output of the pub's radio (CD player) is not connected up to the amplifier but to the Silverball Max/Karaoke Soundcard's LINE IN output.

The soundcard's LINE OUT is connected to the pub's amplifier which then transmits the amplified signal to the pub's loudspeakers.

For this kind of operation, however, the Silverball Max/Karaoke Device needs to be always switched on!

Additionally, LINE IN input volume ("Volume ext. input") needs to be set in Silverball Max/Karaoke test mode.

If the Silverball Max/Karaoke Device is not playing any music, radio music is led to the amplifier via soundcard.

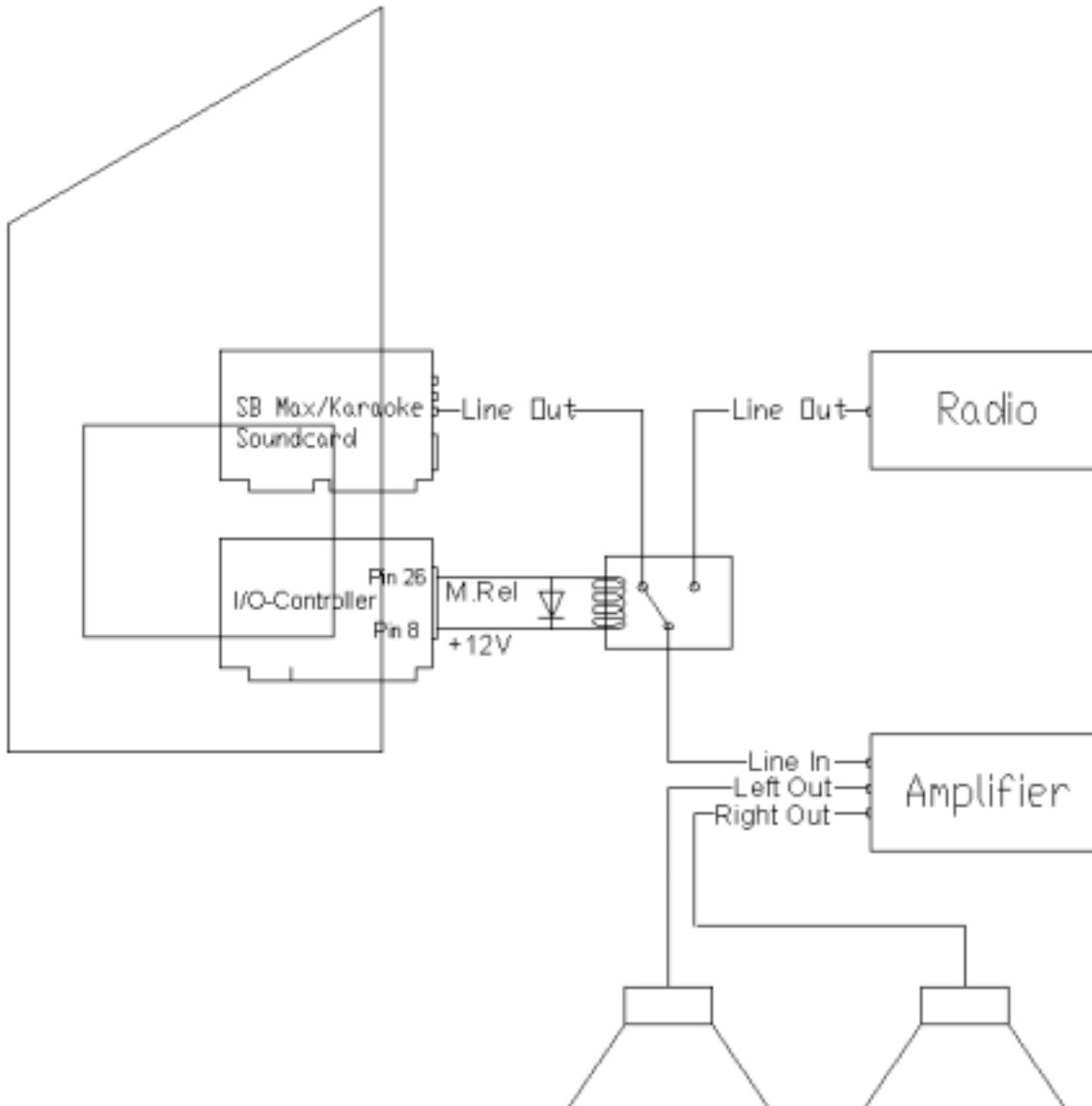
When music is selected on the Silverball Max/Karaoke Device, the Silverball Device will fade out the radio and fade in the music from the Silverball Device.

When the Silverball Device music has finished, radio music fades in again.





## 2. Switch-over with the help of a Silverball I/O Controller output:



This illustration should explain the basic principle.

Switching over is enabled by a relay set between the pub's radio (CD player) and the Silverball Max/Karaoke Machine operated by PIN 26 of the I/O Controller (Pin x1/20 with SB Beetle) (12 V available at PIN 8, with SB Beetle Pin x12/3).

There are also amplifiers available that are provided with such an input for switching over music sources. These can either be connected by a relay or, if the amplifier allows it, with the Silverball Max/Karaoke Machine directly.

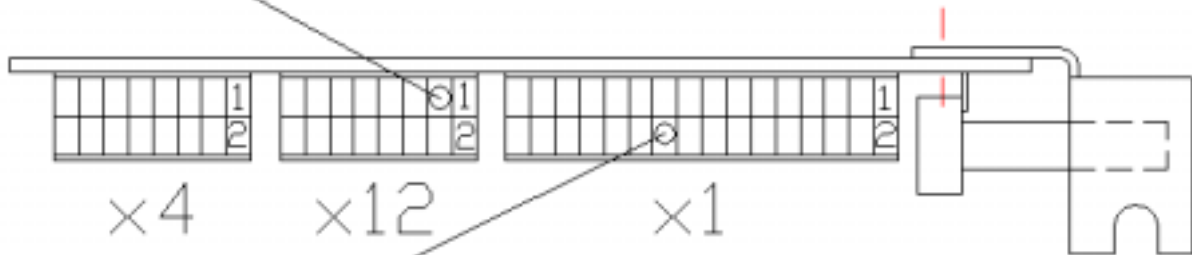
The PIN-Layout of the Beetle I/O-Controller is on the next page.





PIN-Layout of the Beetle I/O-Controllers:

Power supply line +12V at Pin x12/3



Operating line relay at Pin x1/20

