Speech Recognition

Display the text of what is being said on the phone screen.

Get Ready

You will need these components in the Designer:
- Label, Button, & SpeechRecognizer

Try These Blocks

What Does it Mean?

When the PressAndSpeakButton is clicked the SpeechRecognizer event is called and is ready for you to speak.

The BeforeGettingText event will be triggered before speech has been received and recognized. Then the Label will display no text on the screen.

The AfterGettingText event will be triggered once speech has been received and recognized. Then the Label will display the text on the screen.