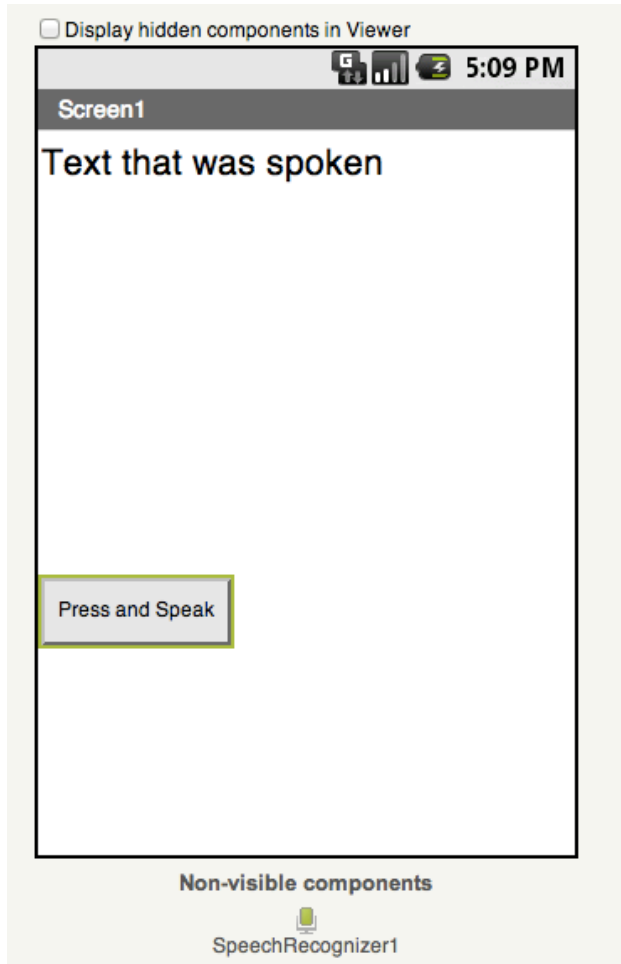




Speech Recognition

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

```
when PressAndSpeakButton.Click
do call SpeechRecognizer1.GetText
```

```
when SpeechRecognizer1.AfterGettingText
result
do set TextLabel.Text to SpeechRecognizer1.Result
```

```
when SpeechRecognizer1.BeforeGettingText
do set TextLabel.Text to ""
```

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.

