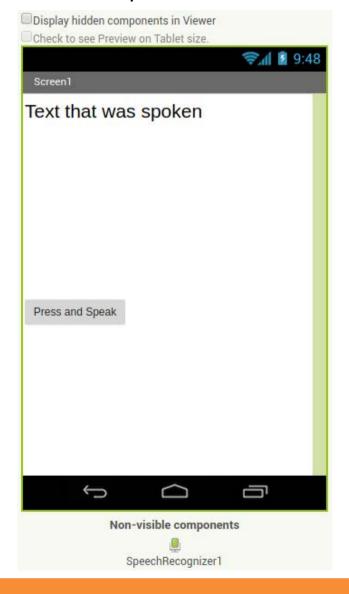


## **Speech Recognition**

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



## **Getting Ready**

- You will need the following components
- in your design screen:
  - \* Label, Button, SpeechRecognizer

## **Blocks Editor**

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

when SpeechRecognizer1 .AfterGettingText
result
do set Label1 .Text to SpeechRecognizer1 .Result .

when SpeechRecognizer1 .BeforeGettingText
do set Label1 .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.

