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

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.