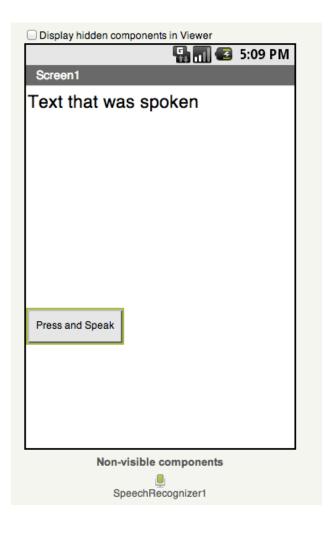


Speech Recognition

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.

