Speech Recognition

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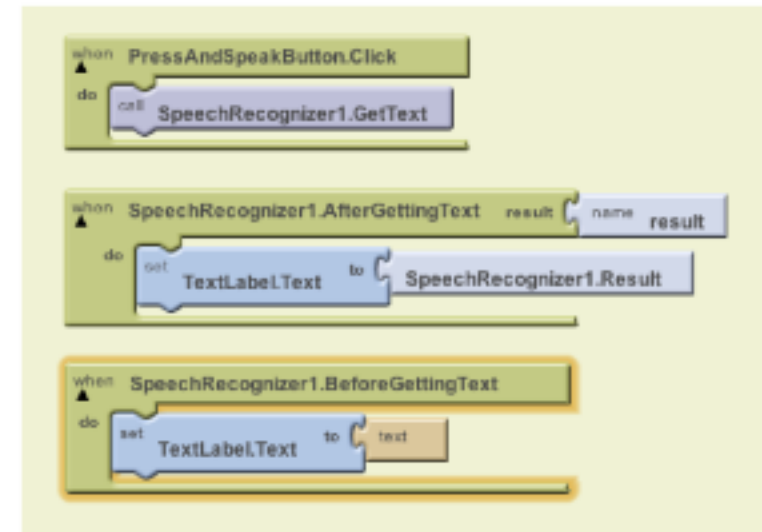
Get Ready

You will need these components in your design screen:

- **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.