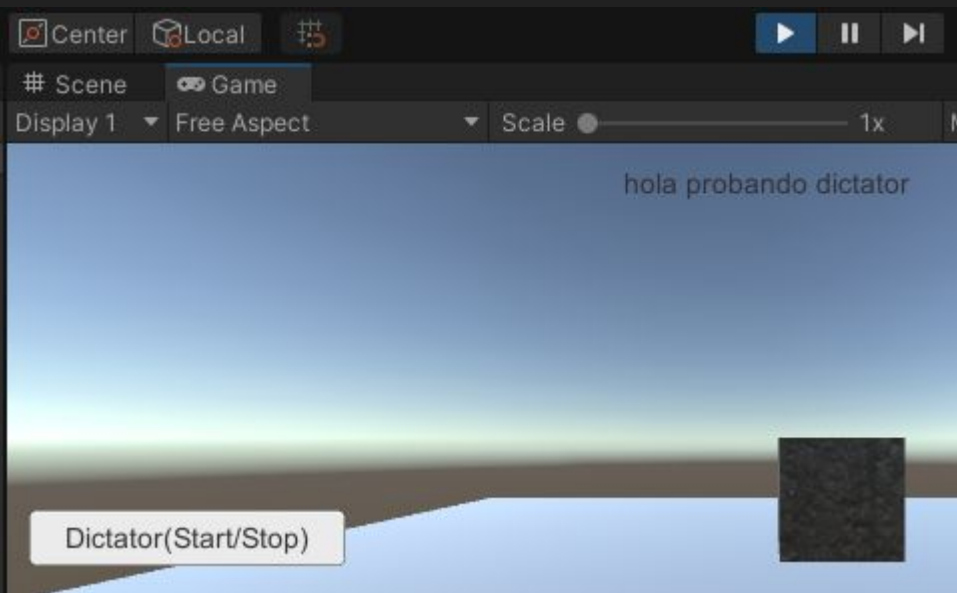


# Dictator



[23:02:21] activo  
UnityEngine.Debug:Log (object)

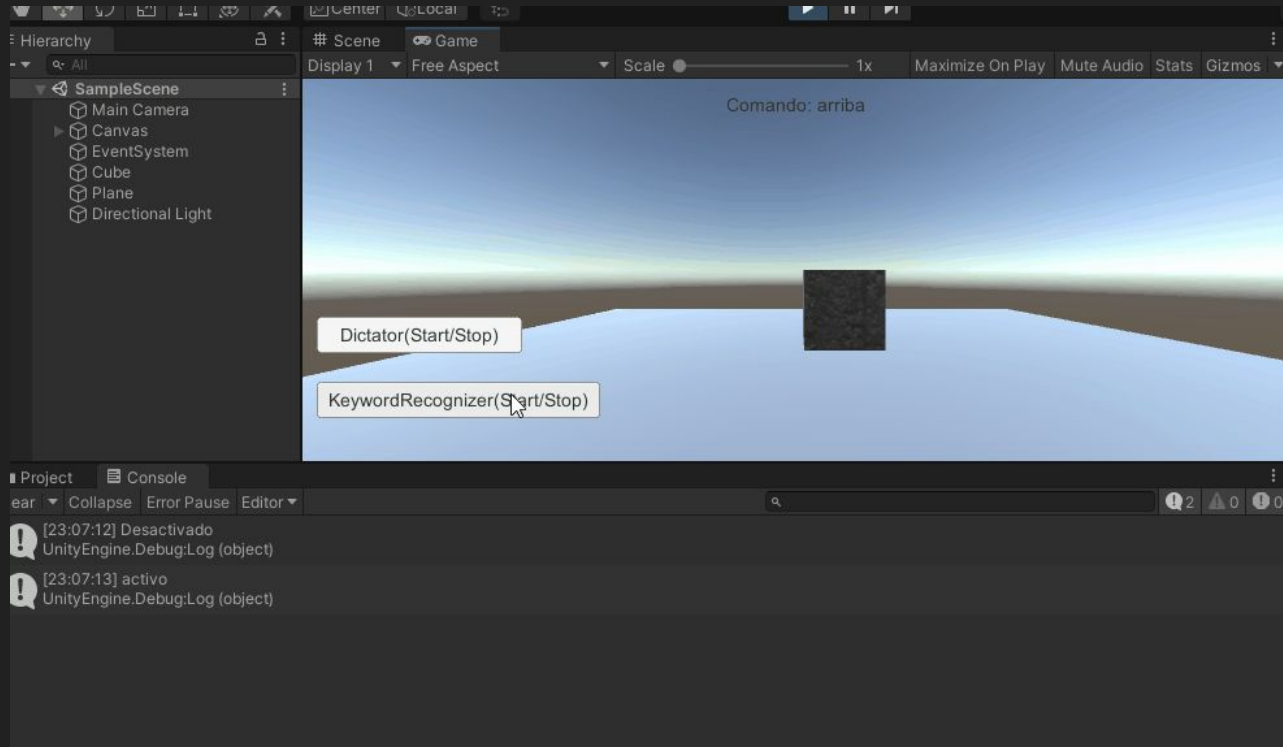


[23:02:25] Dictation result: hola probando dictator  
UnityEngine.Debug:LogFormat (string,object[])

```
void dictationResult(string text, ConfidenceLevel confidence){  
    Debug.LogFormat("Dictation result: {0}", text);  
    Debug.LogFormat( text);  
    uiText = text;  
    texto.text = uiText;  
}
```

```
void TaskOnClick(){  
    if(!KeywordScript.activo) {  
  
        if(stop){  
            m_DictationRecognizer.Stop();  
            Debug.Log("DESATIVADO");  
            activo = false;  
            stop = !stop;  
        }else {  
            m_DictationRecognizer.Start();  
            Debug.Log("activo");  
            activo = true;  
            stop = !stop;  
        }  
    }else {  
        Debug.Log("Desactive el KEYword primero");  
    }  
}
```

# Keyword detection



```
void Start()
{
    boton = GetComponent<Button>();
    boton.onClick.AddListener(TaskOnClick);
    m_Recognizer = new KeywordRecognizer(m_Keywords);
    m_Recognizer.OnPhraseRecognized += OnPhraseRecognized;
}
```

```
void Update() {
    if(m_Recognizer.IsRunning){
        if(stop) {
            m_Recognizer.Stop();
            Debug.Log("Desactivado");
            activo = false;
            PhraseRecognitionSystem.Shutdown();
        }
    }else{
        if(!stop) {
            PhraseRecognitionSystem.Restart();
            m_Recognizer.Start();
            activo = true;
            Debug.Log("activo");
        }
    }
}
```