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.

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