Voice Command

Voice Command Recognized

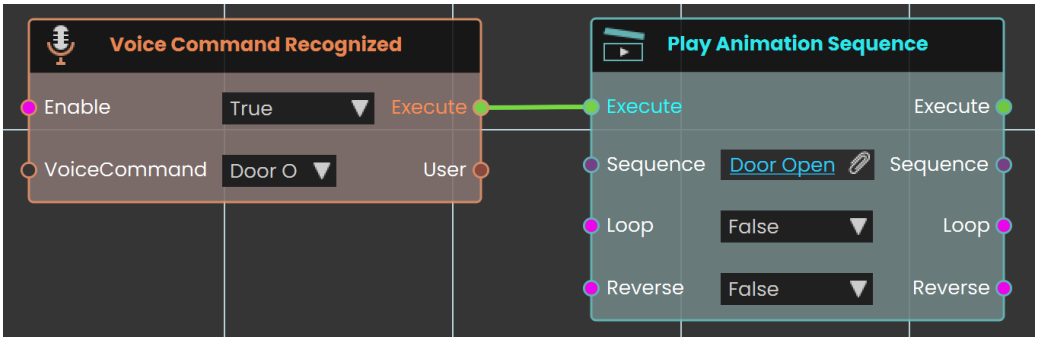


The **Voice Command Recognized event** is used to activate a response when the user says a specific command. This event listens for predefined voice commands and triggers the associated actions or responses within the VR environment upon recognizing the command.

Example



In this example, a new voice command named "Door Open" is created by accessing the Voice Command section from the Interaction menu and adding the command in the Voice Commands window.



The **Voice Command Recognized event** is used to link the newly created "Door Open" command. When the user says "Open the door", the door open sequence is triggered and plays.

Voice Command Test

Listens for a spoken voice command and reacts when someone in your scene says one.

What it does

This node waits and listens. Whenever a person in your VR scene speaks a voice command out loud, the node fires on its own — you don’t need anything to trigger it. Each time it fires, it tells you the exact words that were spoken and which user said them, so you can respond to what they asked for.

The node stays active only while its **Enable** input is true. Set **Enable** to false whenever you want to stop listening for voice commands.

Inputs

Port	Type	What to connect
Enable	True / false	While this is true the node is listening for voice commands; set it to false to switch the listening off. Leave it true to keep responding to spoken commands.

Outputs

Port	Type	What you get
Execute	Trigger	Fires each time a voice command is spoken. Wire this to whatever should happen in response.
Command	Text	The words that were spoken, as text. Use this to decide how to react to what was said.
User	User	The person who spoke the command, so you can respond to that specific user.

Example

Enable input	`true`
Command output	`open the door`
User output	The trainee who spoke the command

Tips

- Connect the **Command** output to a node that compares text, so you can run different actions for different spoken phrases.
- If you want voice commands active only during a certain part of your scene, wire a true/false value into **Enable** and switch it off when that part is over.

Revision #21
Created 2024-09-02 11:42:18 UTC
Updated 2026-10-25 09:26:58 UTC by Rafat