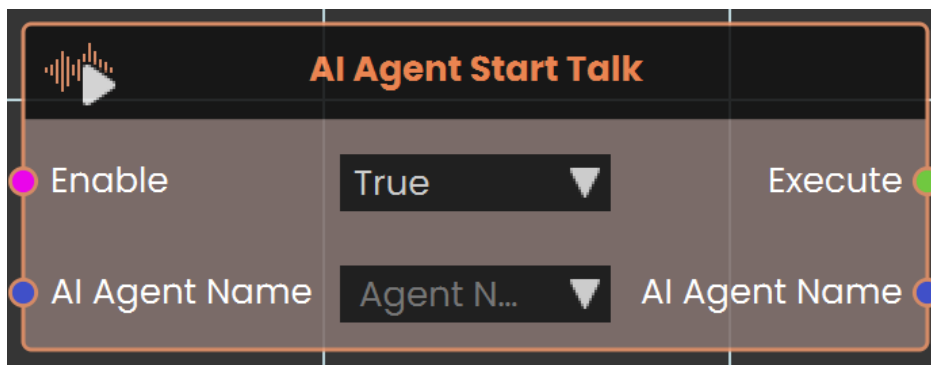


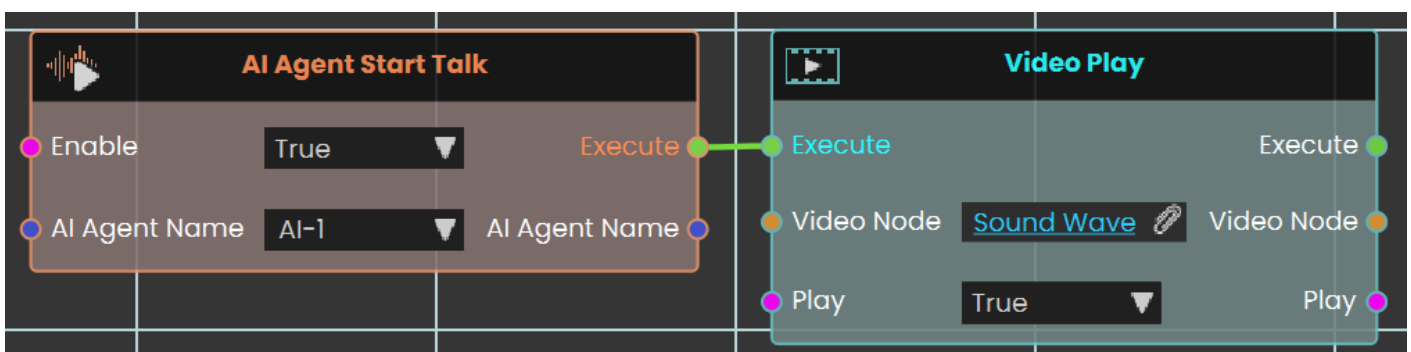
# AI Agent

## AI Agent Start Talk



The **AI Agent Start Talk** event activates when the AI agent begins speaking. This event allows users to manage and synchronize actions with the AI's speech, ensuring that specific elements or behaviors respond dynamically as the AI starts talking.

## Example

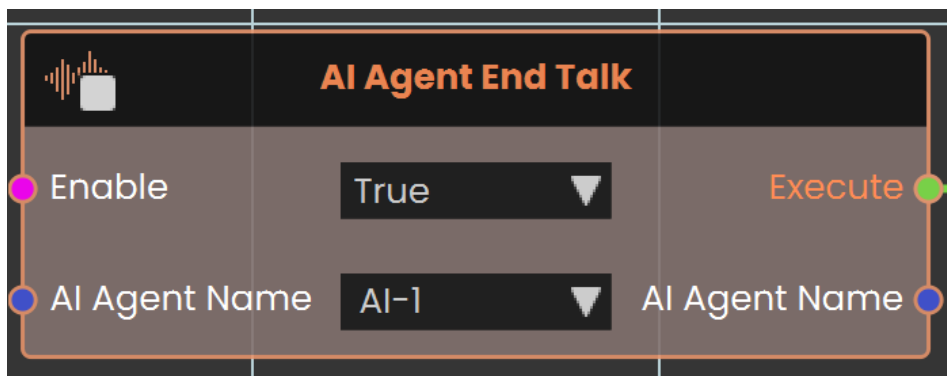


In this example, the **AI Agent Start Talk** event is used to play a sound wave video when the AI begins speaking. As soon as the AI starts talking, the sound wave video is triggered, visually representing the AI's speech in real-time.



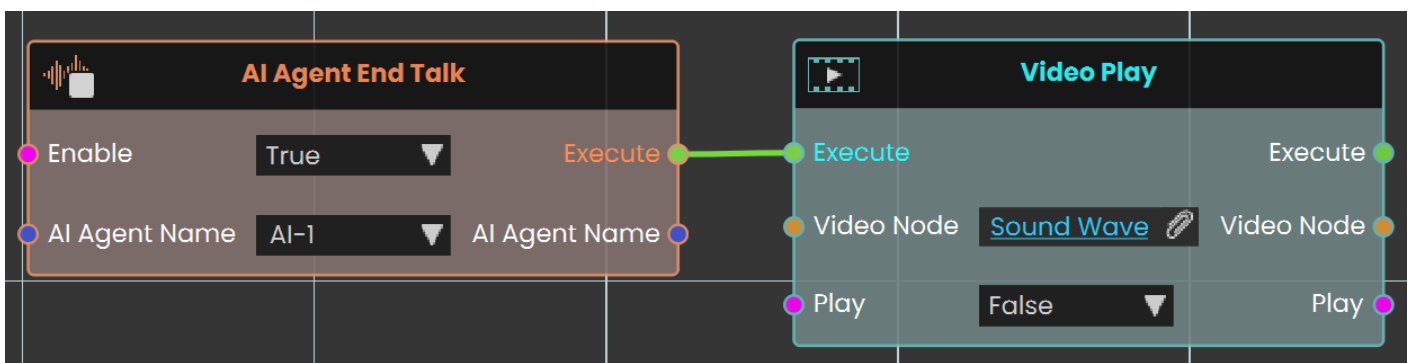
Tutorial is available on SimLab VR Discord server

## AI Agent End Talk



The **AI Agent Ended Talk** event activates when the AI agent finishes speaking. This event helps users control what happens after the AI stops talking, allowing for smooth transitions and responsive interactions in the VR experience.

## Example



In this example, the **AI Ended Talk** event is used to stop the sound wave video when the AI finishes speaking. Once the AI stops talking, the sound wave video is deactivated, indicating the end of the speech.



Tutorial is available on SimLab VR Discord server

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