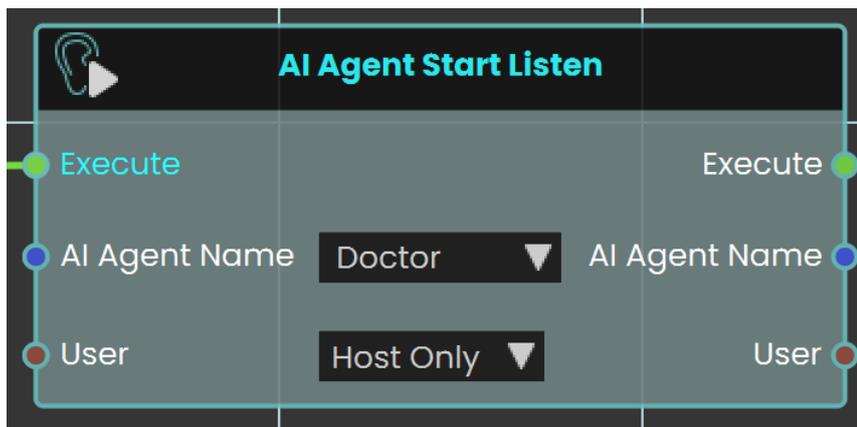


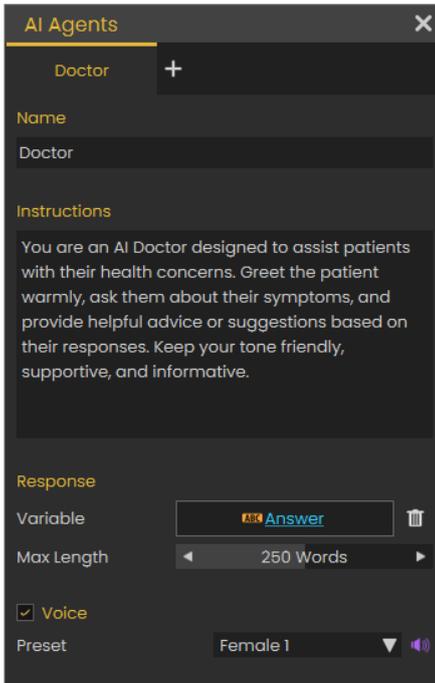
AI Agent

AI Agent Start Listen

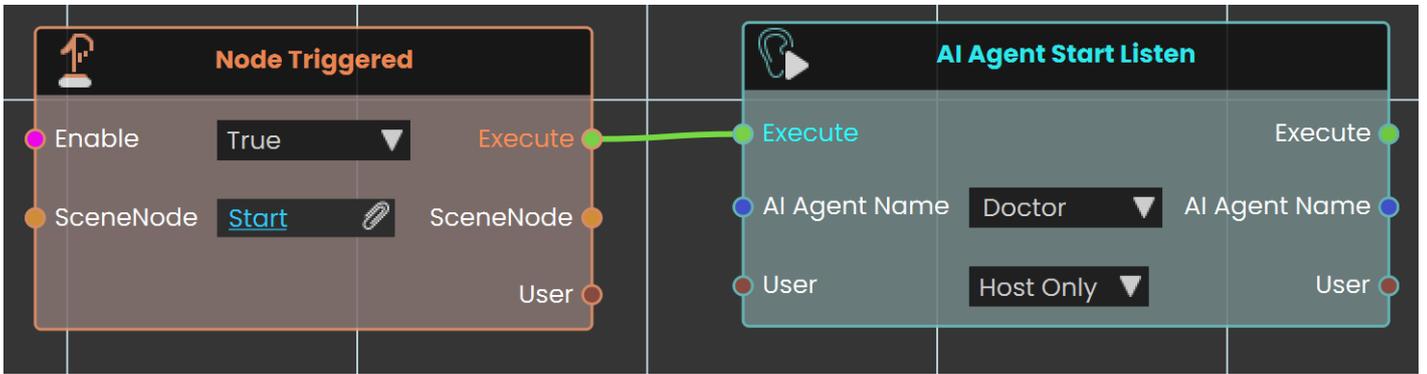


The **AI Agent Start Listen node** is used to make the AI start listening to the user. When activated, this node enables the AI to process and listen to spoken input from the user, allowing for interactive conversations and commands within the VR environment.

Example



In this example, an AI Doctor is set up in AI Agents window. This window can be accessed by clicking the Interaction icon in the viewport menu, then select the AI Agents, and then add the AI name with the desired instructions in the Instructions field. A variable is created to store the AI's responses.

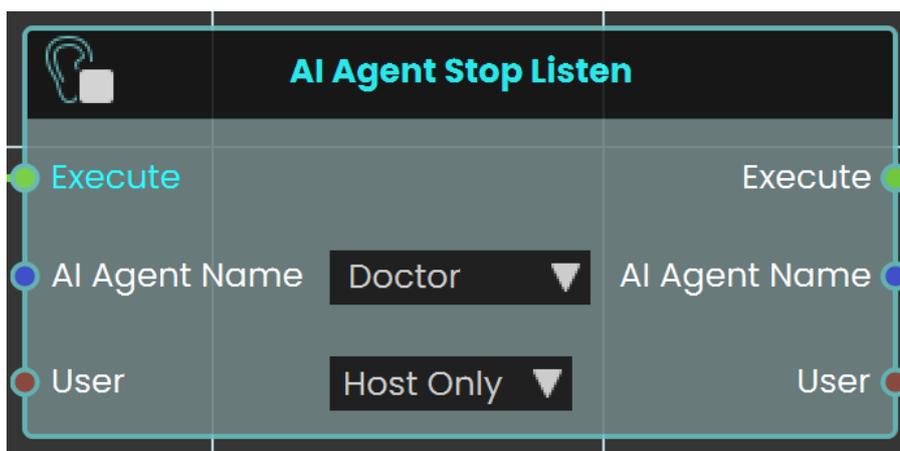


The **AI Agent Start Listen node** is used to make the AI Agent named Doctor start listening to the user when the object named Start is triggered. This setup enables the AI to process and listen to user input as soon as the trigger event is activated.



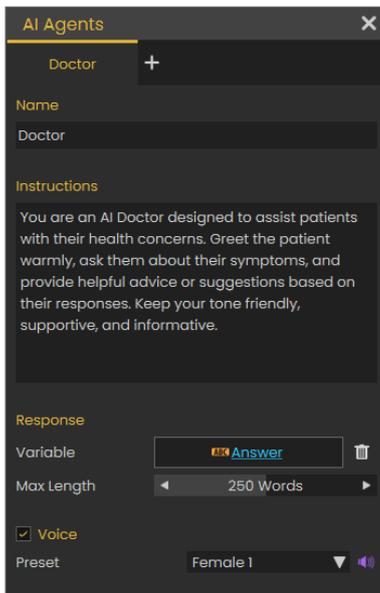
Tutorial is available on SimLab VR Discord server

AI Agent Stop Listen

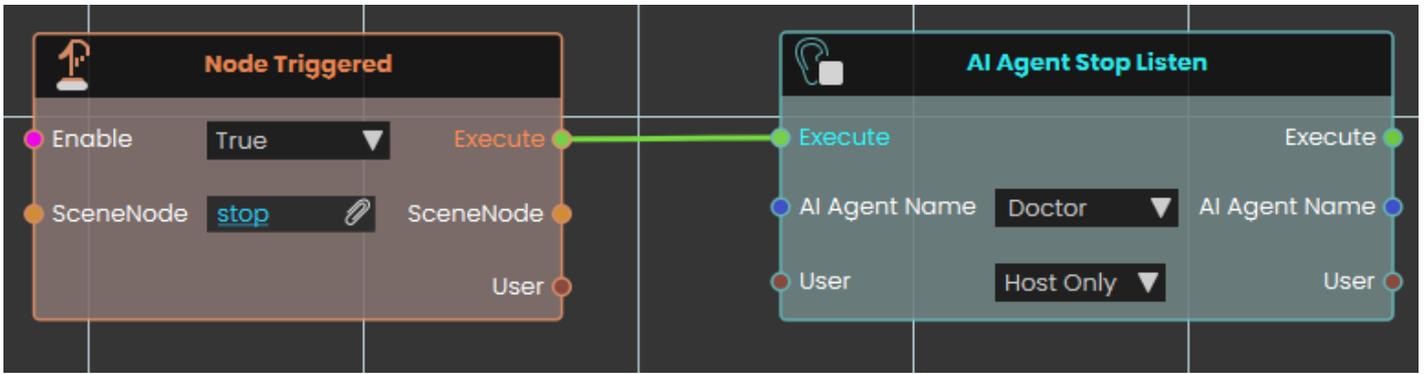


The **AI Agent Stop Listen node** is used to make the AI stop listening to the user. When activated, this node halts the AI's ability to process further user input, allowing the AI to respond based on the information gathered up to that point.

Example



In this example, an AI Doctor is set up in AI Agents window. This window can be accessed by clicking the Interaction icon in the viewport menu, then select the AI Agents, and then add the AI name with the desired instructions in the Instructions field. A variable is created to store the AI's responses.



The **AI Agent Stop Listen node** is used to stop the AI Agent from listening to the user when the "Stop" trigger event occurs. This allows the AI agent named Doctor to respond based on the input received before listening was stopped.



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Revision #38

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