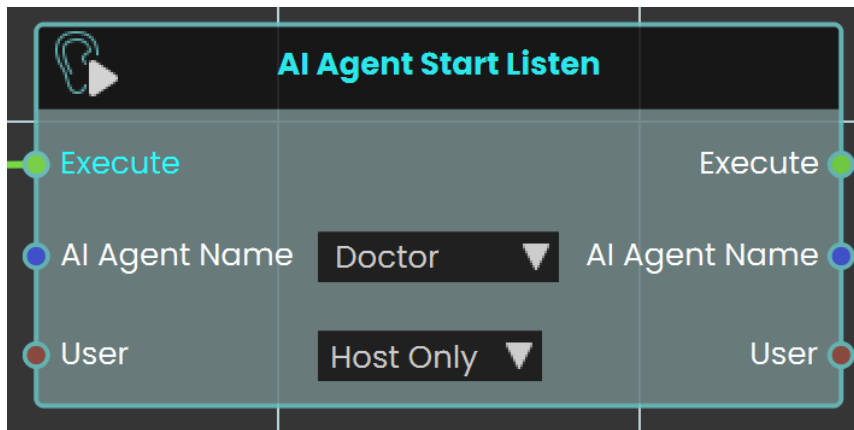


AI Agent

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

AI Agents

Doctor

+

Name

Doctor

Instructions

You are an AI Doctor designed to assist patients with their health concerns. Greet the patient warmly, ask them about their symptoms, and provide helpful advice or suggestions based on their responses. Keep your tone friendly, supportive, and informative.

Response

Variable

Answer

Max Length

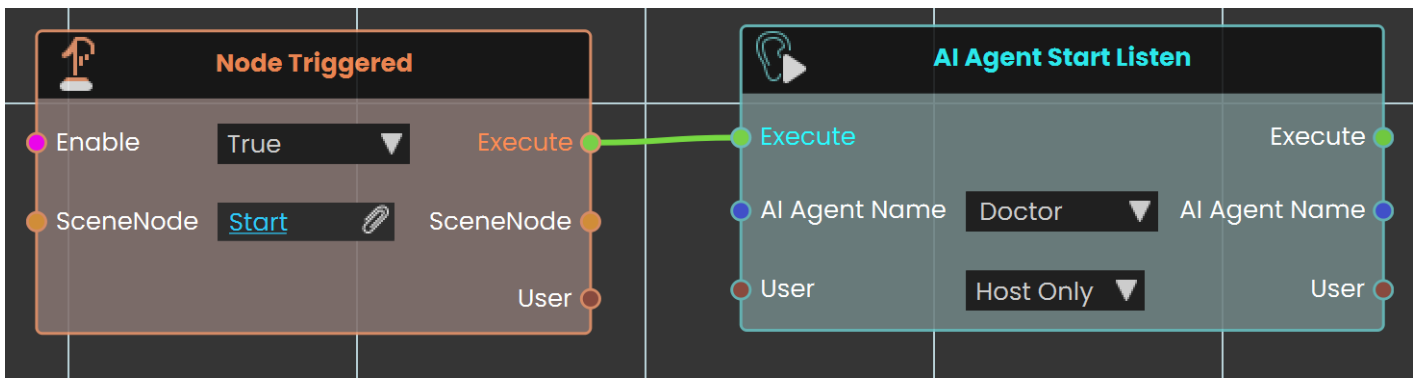
250 Words

☒ Voice

Preset

Female 1

In this example, an AI Doctor is set up in the 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.

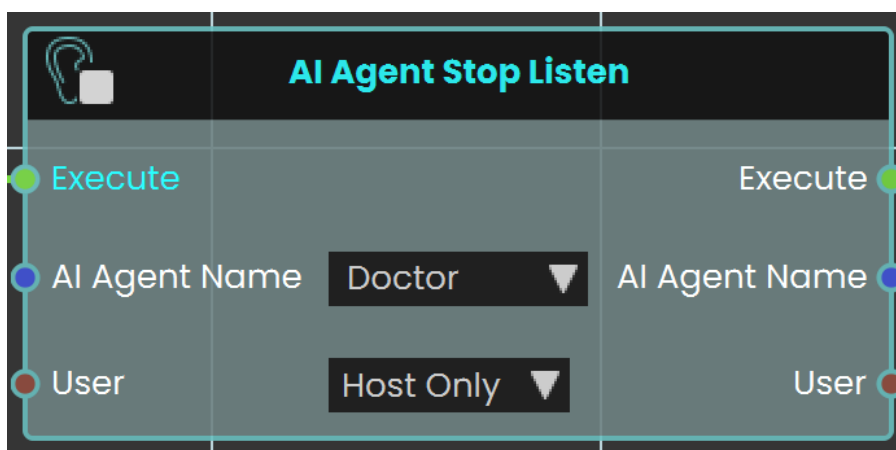


The **AI Agent Start Listen node** is used to make the AI Agent named Doctor start listening to the user when the object named "Start" is triggered. This setup enables the AI to process and listen to user input as soon as the trigger event is activated.



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

AI Agents

Doctor

+

Name

Doctor

Instructions

You are an AI Doctor designed to assist patients with their health concerns. Greet the patient warmly, ask them about their symptoms, and provide helpful advice or suggestions based on their responses. Keep your tone friendly, supportive, and informative.

Response

Variable

Answer

Max Length

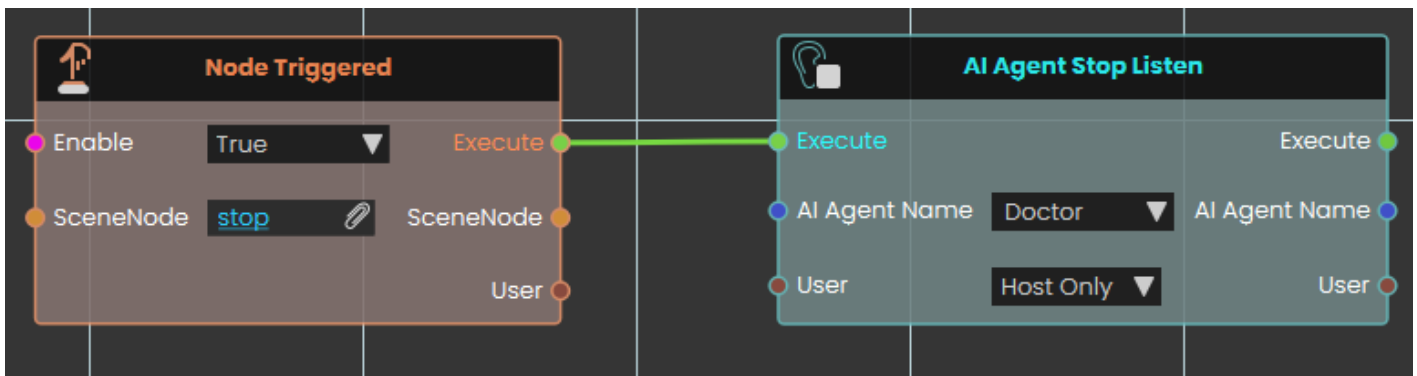
250 Words

☒ Voice

Preset

Female 1

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.

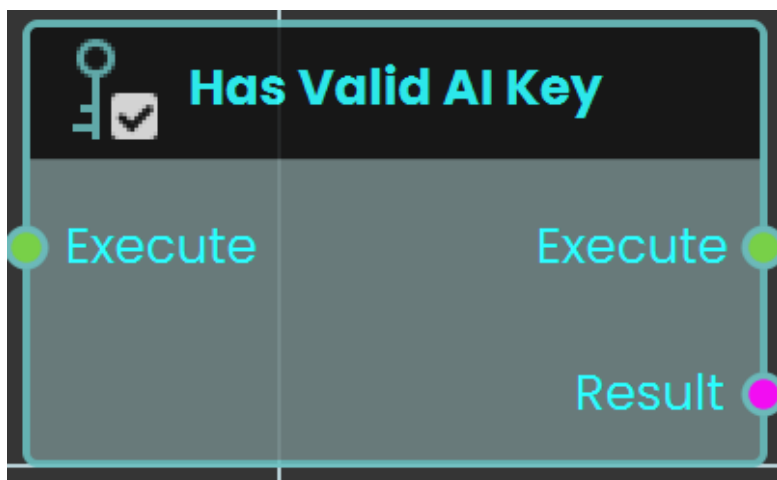


The **AI Agent Stop Listen node** is used to stop the AI Agent from listening to the user when the "Stop" trigger event occurs. This allows the AI agent named Doctor to respond based on the input received before listening was stopped.



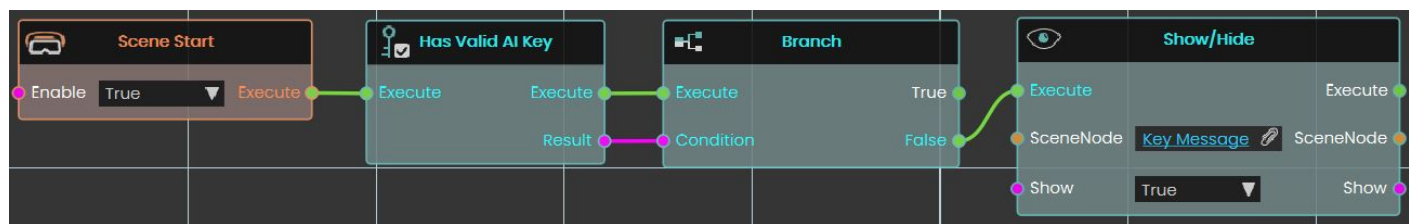
Tutorial is available on SimLab VR Discord server

Has Valid AI Key



The **Has Valid AI Key** node checks whether a valid AI key is available for AI-related features in Sim Lab Composer. This node ensures that AI functionalities can operate properly by verifying the presence of an active and valid AI key.

Example



In this example, the **Has Valid AI Key** node is used at the start of the scene to check if the user has an activated AI key. The node is connected to a **Branch** node, where the **False** output (indicating no valid AI key) triggers a message in front of the user, informing them that the AI key must be activated.



Tutorial is available on SimLab VR Discord server

