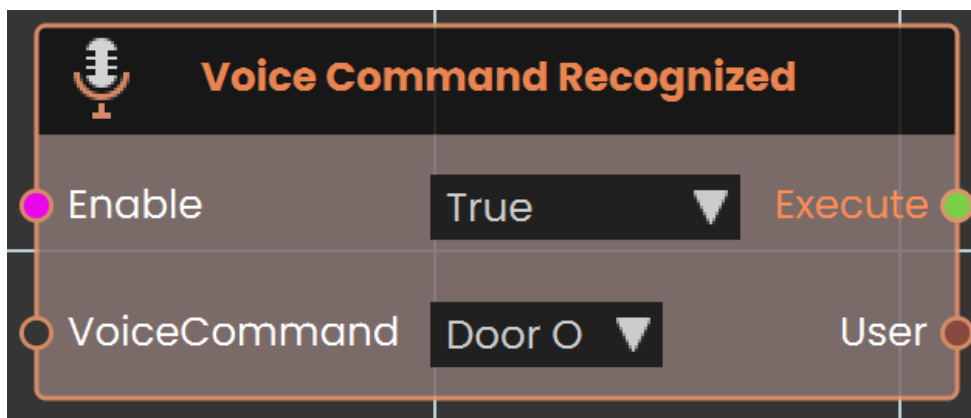


Voice Command

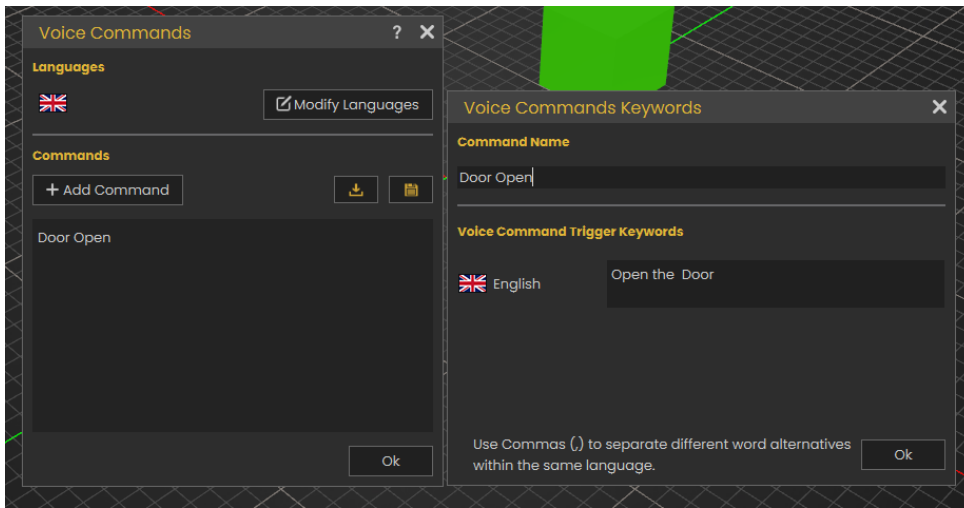


Voice Command Recognized

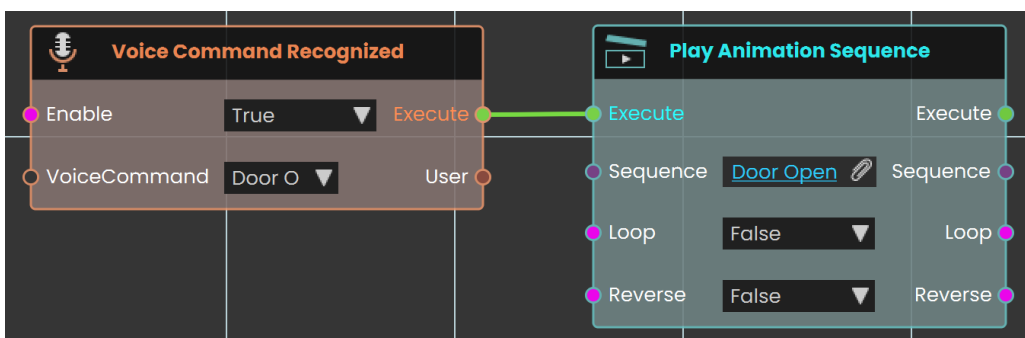


The **Voice Command Recognized event** is used to activate a response when the user says a specific command. This event listens for predefined voice commands and triggers the associated actions or responses within the VR environment upon recognizing the command.

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.

Revision #19

Created 2 September 2024 11:42:18 by Ibrahim

Updated 16 March 2025 09:16:15 by Mahmoud