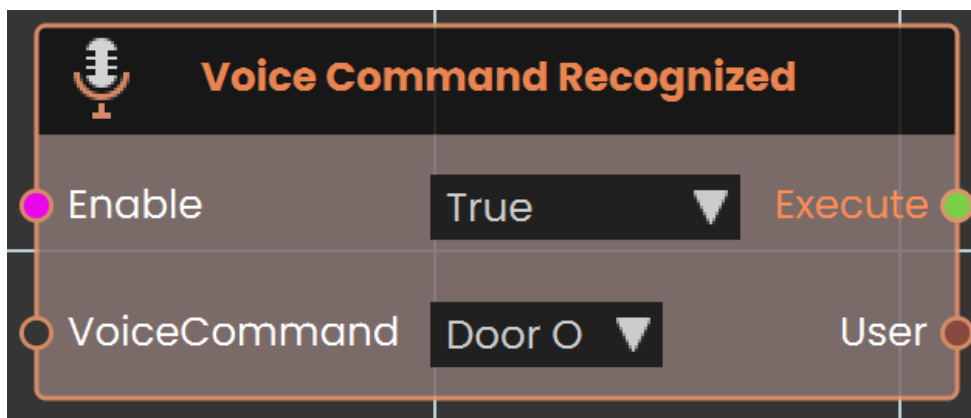


# Voice Command

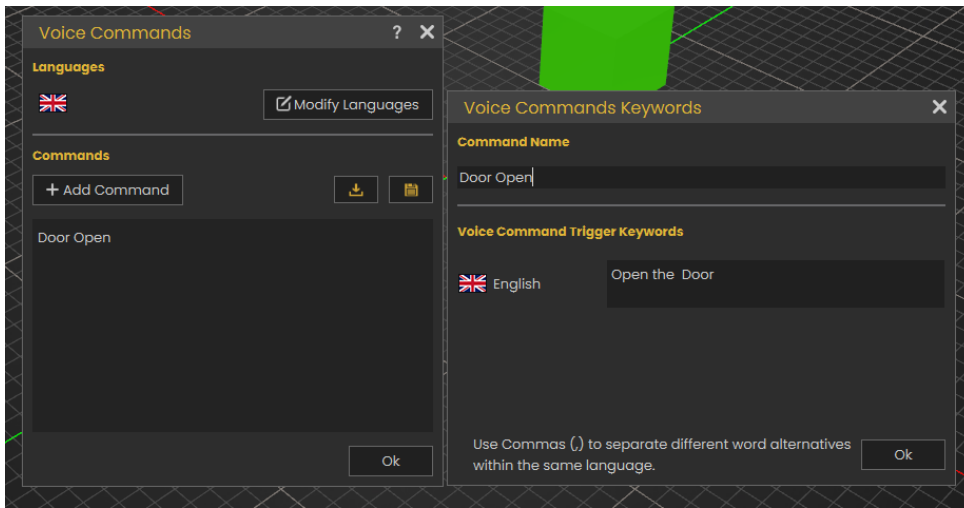


## Voice Command Recognized

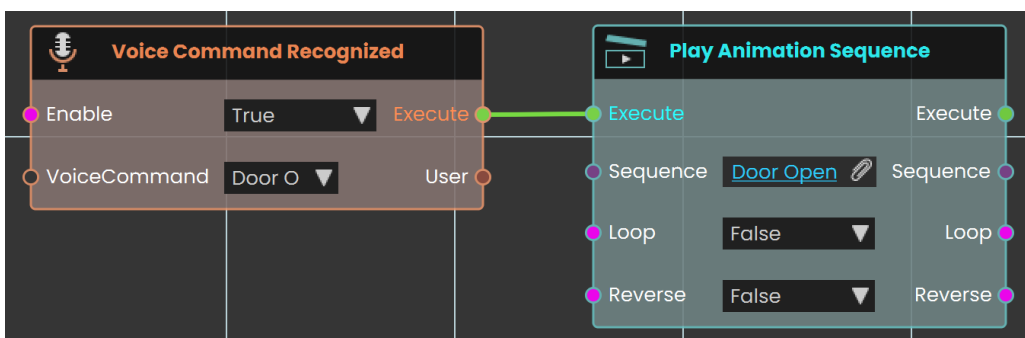


The **Voice Command Recognized event** is used to activate a response when the user says a specific command. This event listens for predefined voice commands and triggers the associated actions or responses within the VR environment upon recognizing the command.

## 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.

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