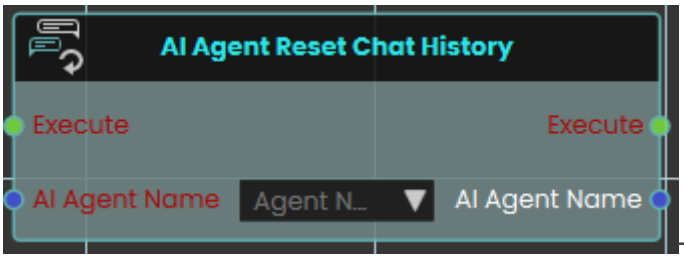
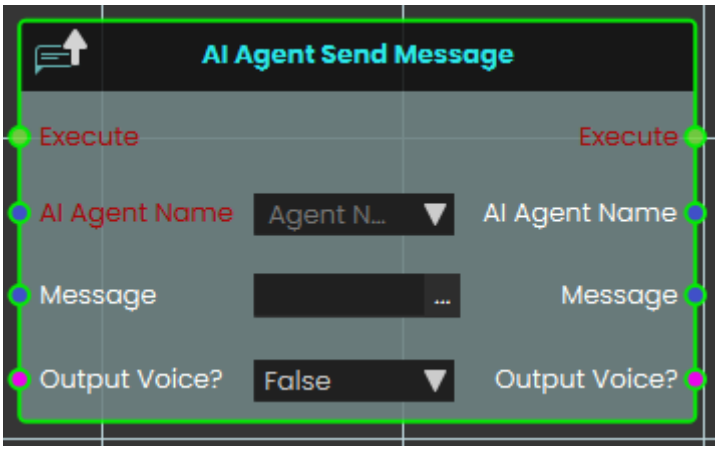
AI Agent

AI Agent Reset Chat History



The **AI Agent Reset Chat History** node enables the system to clear and reset the ongoing conversation history for a specific AI Agent. It is typically used when you want the AI to start a completely fresh interaction or switch to a new scenario without being influenced by the context of any prior messages.

AI Agent Send Message



The **AI Agent Send Message** node enables the system to send a specific text message to an assigned AI Agent for processing. The **Output Voice?** boolean parameter that dictates how the AI agent will deliver its response:

- **False:** The AI agent will respond with text.
- **True:** The AI agent will process the text message and respond with generated voice audio.

AI Agent Send Voice Message

Has one of your scene's AI agents deliver a pre-recorded voice file to a user.

What it does

This node tells the AI agent you name to play a voice file for a user. You choose which agent speaks, who hears it, and which sound file to use. It's a handy way to have an agent greet someone, give an instruction, or read out a scripted message without typing live text.

The node only sends the message — it doesn't change the agent, the user, or the voice file in any way. Every value you feed in is also handed straight back out, so you can pass the same agent, user, or file along to the next node in your sequence.

Inputs

Port	Type	What to connect
Execute	Trigger	Wire this from the previous node's Execute output.
AI Agent Name	Text	The name of the AI agent that should speak. Pick one of the agents set up in your scene.
User	User	The person who should hear the message. Leave it on **Host Only** to send it just to the host, or connect a user to target someone specific.
Voice File	Text	The name of the voice file the agent should play.

Port	Type	What to connect
Output Voice?	True / false	Set to `true` to have the message played aloud as voice, or `false` to send it without sound. Defaults to `true`.

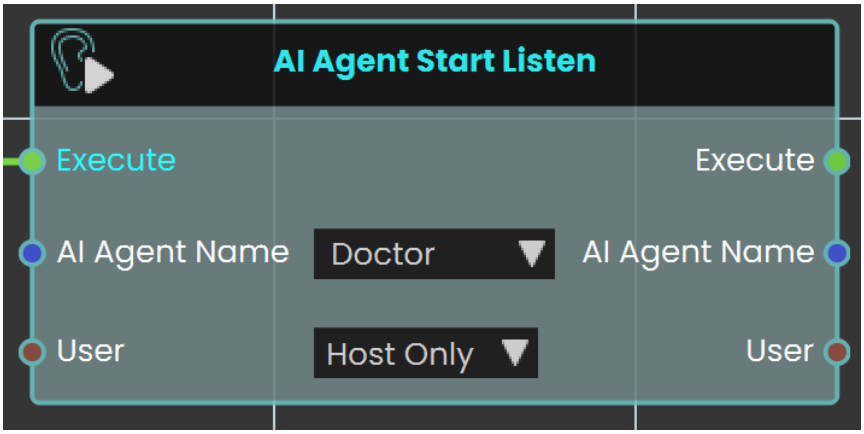
Outputs

Port	Type	What you get
Execute	Trigger	Fires once the node has finished.
AI Agent Name	Text	The same agent name you connected, passed along so you can reuse it.
User	User	The same user you connected, passed along unchanged.
Voice File	Text	The same voice file name you connected, passed along unchanged.
Output Voice?	True / false	The same true/false setting you connected, passed along unchanged.

Example

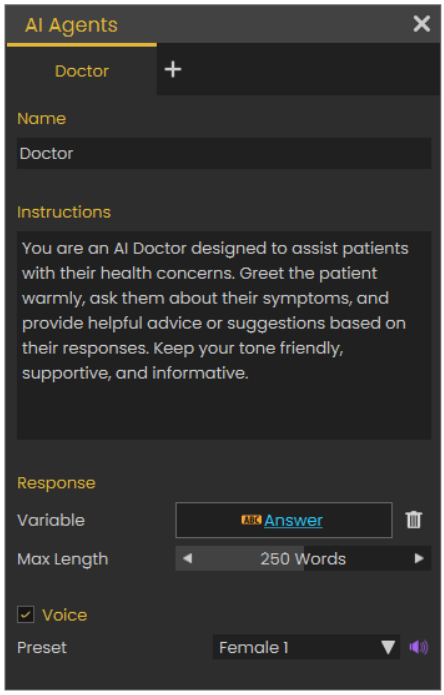
AI Agent Name input	`Guide`
User input	Host Only
Voice File input	`welcome_message.wav`
Output Voice? input	`true`
Voice File output	`welcome_message.wav`

AI Agent Start Listen

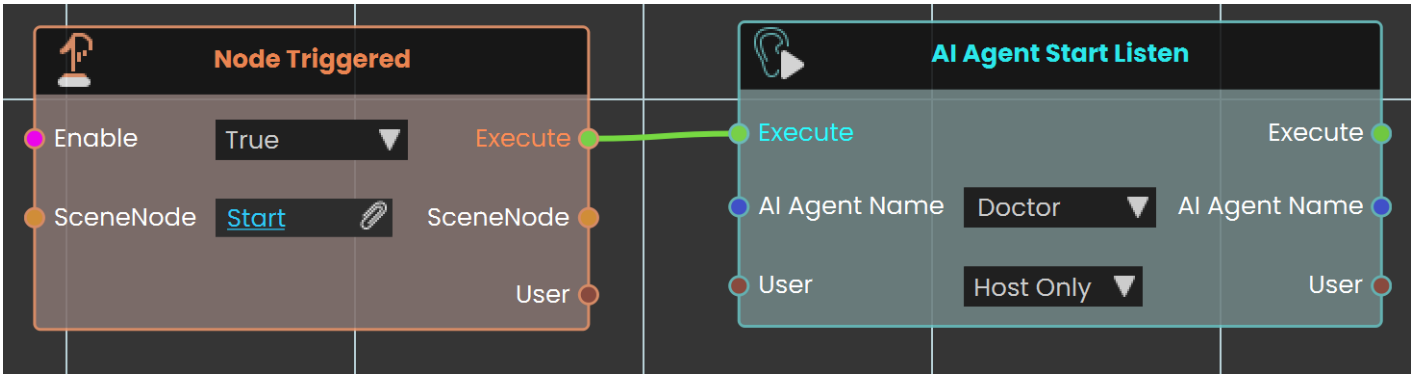


The **AI Agent Start Listen node** is used to make the AI start listening to the user. When activated, this node enables the AI to process and listen to spoken input from the user, allowing for interactive conversations and commands within the VR environment.

Example



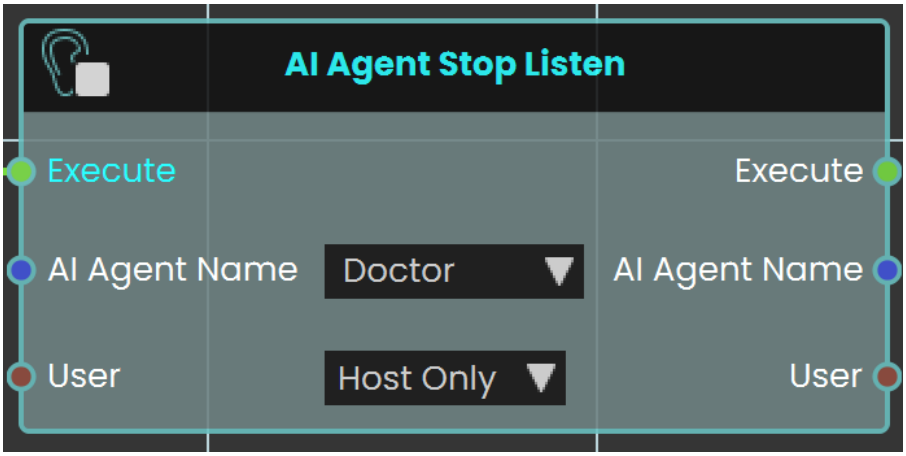
In this example, an AI Doctor is set up in the AI Agents window. This window can be accessed by clicking the Interaction icon in the viewport menu, then select the AI Agents, and then add the AI name with the desired instructions in the Instructions field. A variable is created to store the AI's responses.



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.

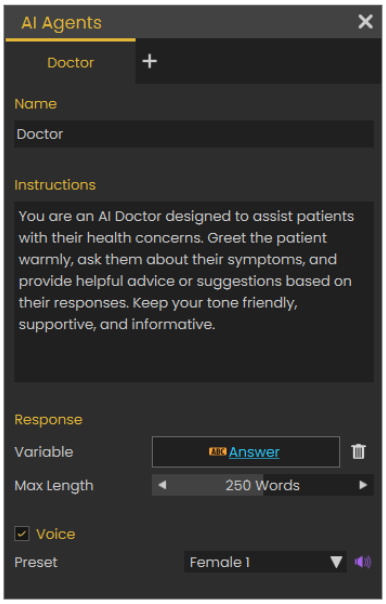
https://www.youtube.com/embed/TdABZrHXY2g

AI Agent Stop Listen

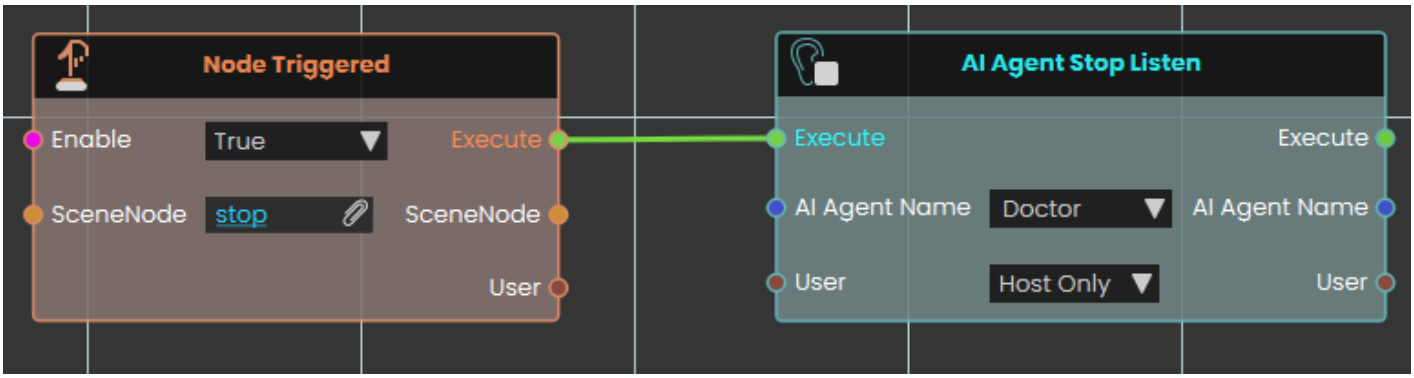


The **AI Agent Stop Listen node** is used to make the AI stop listening to the user. When activated, this node halts the AI's ability to process further user input, allowing the AI to respond based on the information gathered up to that point.

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.



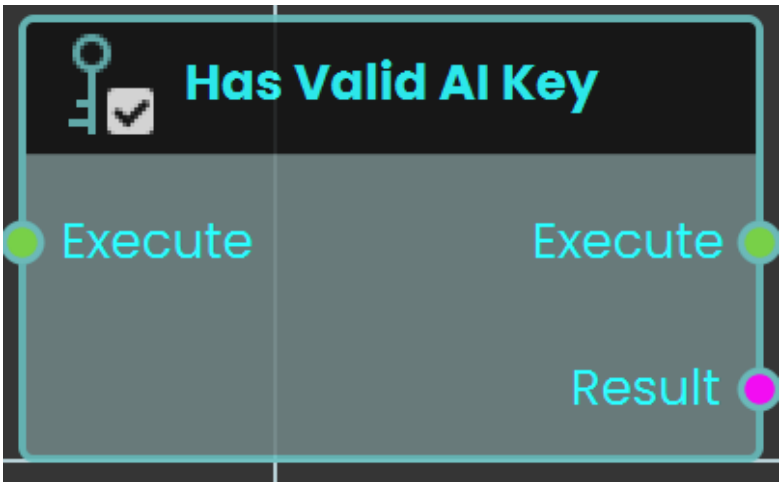
The **AI Agent Stop Listen node** is used to stop the AI Agent from listening to the user when the "Stop" trigger event occurs. This allows the AI agent named Doctor to respond based on the input received before listening was stopped.

AI Agent Stop Listen (Text)

The **AI Agent Stop Listen (Text) 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.

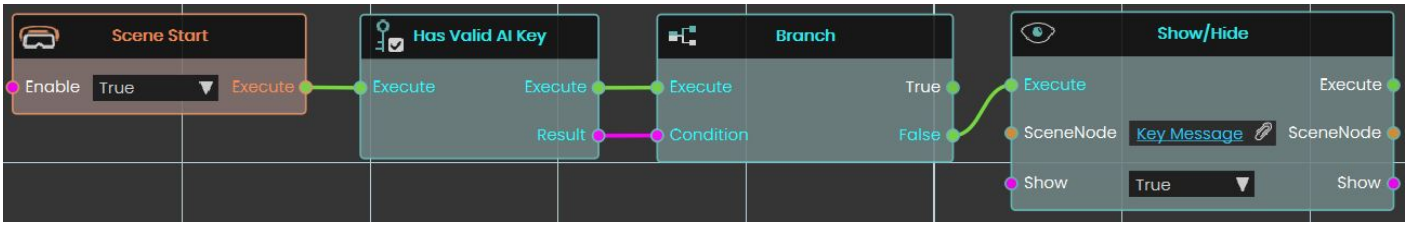
This node has an extra output "Spoken Text", when the node is activated, it outputs the input audio in text format.

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



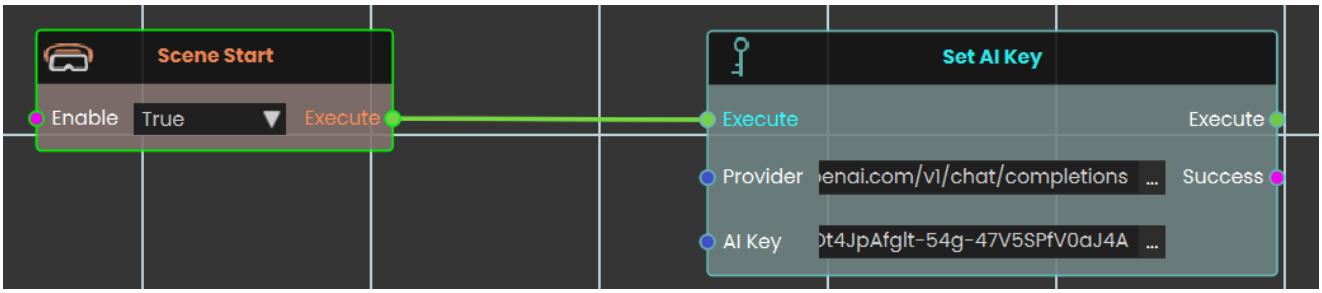
In this example, the **Has Valid AI Key** node is used at the start of the scene to check if the user has an activated AI key. The node is connected to a **Branch** node, where the **False** output (indicating no valid AI key) triggers a message in front of the user, informing them that the AI key must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

https://www.youtube.com/embed/YEMeCS8QcFY

Set AI Key

The **Set AI Key** node allows you to assign an AI API key to a VR experience directly from the Training Builder. This lets the experience use AI features without requiring the user to manually activate an API key in the viewer. You can select the provider (OpenAI, Gemini, or OpenRouter) and embed the corresponding API key into the experience.

Example

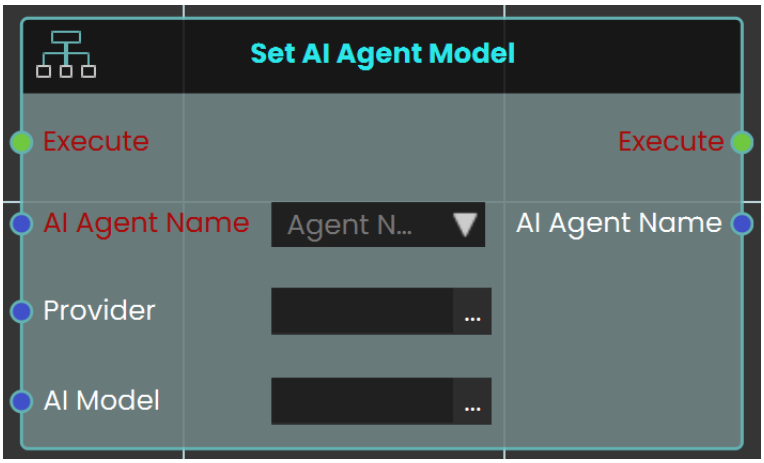


In this example, the **Set AI Key** node is connected to a **Scene Start** event to initialize the AI provider as soon as the experience begins. After adding the node and selecting the provider, the API key is pasted into the node's field. The key is then activated when the scene starts, allowing the AI agent to respond without the user needing their own key. If the embedded key is not active or reaches its usage limit, the experience automatically switches to the user's API key in the viewer if one is available.

Check this **tutorial** for more about this node.

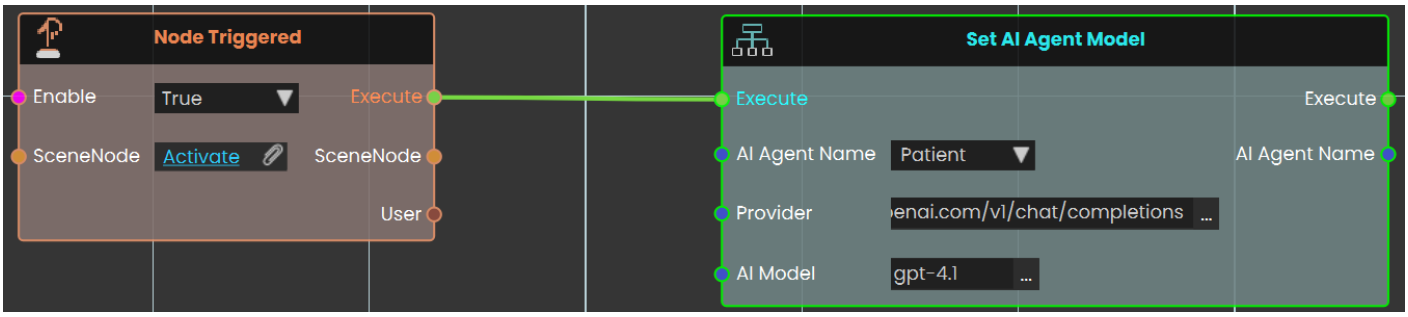
https://www.youtube.com/embed/qzqNtXBTGY4

Set AI Agent Model



The **Set AI Agent Model** node is used to assign a specific AI provider and model to an AI agent in your VR experience. This ensures the AI agent will operate using the selected provider and model for any interactions that occur in the scene. You can choose the AI agent you have created, specify the provider (OpenAI, Gemini, or OpenRouter), and define the model name.

Example



In this example, the **Set AI Agent Model** node is triggered by pressing a button in the VR scene. When the button is clicked, the node assigns the “Patient” AI agent to the OpenAI provider and sets the model to GPT-4. This setup allows the AI agent to function with the defined provider and model as soon as the event is triggered.

Check this **tutorial** for more about this node.

https://www.youtube.com/embed/qzqNtXBTGY4

Using AI Providers and API Keys in SimLab Composer

SimLab Composer now supports **OpenAI, Google Gemini, and OpenRouter** for integrating AI into your VR experiences. With the new **Set AI Key** and **Set AI Agent Model** nodes, you can connect your experience to these providers .

Providers and Models:

1️⃣ OpenAI

- **Provider URL:** `https://api.openai.com/v1/chat/completions`
- **Models:**
  - gpt-4.1
  - gpt-4
  - gpt-3.5-turbo

2️⃣ Google Gemini (OpenAI-compatible endpoint)

- **Provider URL:** `https://generativelanguage.googleapis.com/v1beta/openai/chat/completions`
- **Models:**
  - gemini-2.0-flash

3️⃣ OpenRouter

- **Provider URL:** `https://openrouter.ai/api/v1/chat/completions`
- **Models:**
  - openrouter/cypher-alpha:free
  - nvidia/llama-3.3-nemotron-super-49b-v1:free

  - **OpenAI keys** work with **Chat, Text-to-Speech, and Speech-to-Text** .
  - **Gemini and OpenRouter keys** work with **Text only.**

Revision #54
Created 2 September 2024 13:22:09
Updated 23 June 2026 12:32:12 by Rafat