

VOICEMANAGER — GstarCAD 2027

3383 kbadmin September 25, 2026 [Command Reference](#) 0 10

VOICEMANAGER

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Commands > V Command > VOICEMANAGER

Function Description:

With the integrated panel, users can add voice annotations to drawings, creating, recording, playing, and managing voice content all in one place. The maximum duration for voice annotations is up to sixty seconds.

Command Access:

Icon:

/

Menubar: Tool > Voicemanager

Ribbon: /

Toolbar: /

Command: VOICEMANAGER

Command aliases: /

Command Prompts: /

After entering the command VOICEMANAGER, the voice annotation panel will pop up in the top center position of the drawing area.

??Creating Voice

Click “New” button to create voice notes in the drawing.

Command Prompts:

Command prompt message: Specify insertion point or [Object/Region/Speaker]:

- Point: Specify an absolute position point, and a voice annotation will be generated at the target location.
- Object: Select an object, and the voice will be bound to that object. Only one object is allowed to be bound at a time. This is suitable for making voice annotations for one object.
- Region: Select a region, and the voice will be bound to that region. Only one region is allowed to be bound at a time. This is suitable for making voice annotations for multiple objects.
- Speaker: Edit and specify the name of the person who recorded the voice.

Recording Voice

Recording voice includes three operational states: stand, error, and working.

1. Recording Voice-Stand

After the voice creation is completed, the voice annotation panel is then activated. At this point, the color of the recording button changes from its original gray to red. Clicking on this button will allow you to start recording.

2. Recording Voice-Error

When your microphone device is experiencing issues or its permissions have been disabled, the recording button will turn to an alerting yellow color. On the right side of the button, a "Recheck" option will be presented. In this situation, the recording process cannot continue. Users will need to manually inspect the microphone device for any malfunctions and ensure that the microphone permissions are properly enabled to restore the recording functionality.

- "Retry": By clicking this button, the system will recheck your recording environment. Once the user successfully troubleshoots the issue, the system will automatically switch to the working state, ready and prepared to start recording at any time.

3. Recording Voice-Working

- "Reset": De-record the voice annotation
- "Delete": Delete the recorded voice and the associated voice object entity.

??Playing Voice

1. Playing Voice-Stand

2. Playing Voice-Working

??Managing Voice

1. Hide:

In drawings, All voice objects are set to be visible by default. Users have the option to manually select and hide all voice objects.

Note: It is important to be aware that even if you choose to hide all the speech objects before closing the drawing, when you reopen the drawing, the system will automatically restore all speech objects to their default visible state. The hiding operation performed before closing the drawing will not be preserved.

2. List:

Pop up the voice annotation list. You can centrally view and manage voice annotations here, with support to filter, delete, locate, and retake the voice notes.

- Filter: Filter the three types of voice annotation: points, ranges, and objects, allowing users to customize the voice annotations displayed in the list.
 - Delete: Delete the selected voice annotation.
 - Locate: The drawing area zooms and locates to the area of the selected voice.
 - Retake: Retake the content of that voice annotation.
3. Settings:

Pop up the Settings dialog box.

??Notes

To implement the voice annotation feature, we have adopted the Webview2 control provided by Microsoft. This control is designed to help native applications seamlessly embed web content, thereby

enhancing the functionality and user experience of the application.

It should be noted that there are certain compatibility differences of the Webview2 control across various system versions. As a result, we have provided different solutions tailored to the different operating systems used by our users.

- For Windows 10 and Windows 11: These operating systems come pre-installed with Webview2. If the software detects that the Webview2 control is missing from your device, it will automatically initiate the Microsoft installation process while an internet connection is available, to quickly complete the installation.
- For Windows 7 and Windows 8 (with internet connectivity): Since the latest version of the Webview2 control does not support these two operating system versions, when users with devices running these versions attempt to use the voice annotation feature in GstarCAD while connected to the internet, the software will initiate the Microsoft installer. This process will provide a version of Webview2 that is compatible with the user's operating system. This ensures that even on older operating systems, users can still receive the necessary support and functionality.
- For Windows 7 and Windows 8 (without internet connectivity): If the device is not connected to the internet, the software will be unable to initiate the Microsoft installer to obtain the Webview2 installation package. This will result in the voice annotation feature being temporarily unavailable. It is recommended that users connect to the internet to download the necessary installation files, which will enable them to use this feature without any issues.

Other versions with matching text

[2025](#) · [2026](#)

Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=3383>