

CurseVR.VoiceControl.Input.
VoiceInputManager.Start



```
graph LR; A[CurseVR.VoiceControl.Input.VoiceInputManager.Start] --> B[CurseVR.VoiceControl.Input.VoiceInputManager.InitializeVoiceService];
```

CurseVR.VoiceControl.Input.
VoiceInputManager.InitializeVoice
Service