

UnityEditor::Editor



```
classDiagram
    class CurseVR_VoiceControl_Editor_VoiceInputManagerEditor["CurseVR.VoiceControl.Editor.VoiceInputManagerEditor"]
    class UnityEditor_Editor["UnityEditor::Editor"]
    CurseVR_VoiceControl_Editor_VoiceInputManagerEditor --> UnityEditor_Editor
```

CurseVR.VoiceControl.Editor.
VoiceInputManagerEditor