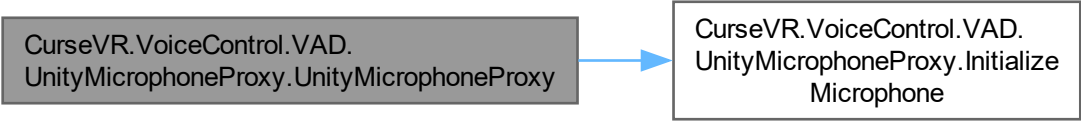


CurseVR.VoiceControl.VAD.
UnityMicrophoneProxy.UnityMicrophoneProxy



```
graph LR; A[CurseVR.VoiceControl.VAD.  
UnityMicrophoneProxy.UnityMicrophoneProxy] --> B[CurseVR.VoiceControl.VAD.  
UnityMicrophoneProxy.Initialize  
Microphone];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is shaded gray and contains the text 'CurseVR.VoiceControl.VAD.' followed by 'UnityMicrophoneProxy.UnityMicrophoneProxy' on the next line. The right box is white with a black border and contains the text 'CurseVR.VoiceControl.VAD.' followed by 'UnityMicrophoneProxy.Initialize' and 'Microphone' on the next two lines.

CurseVR.VoiceControl.VAD.
UnityMicrophoneProxy.Initialize
Microphone