

| rectifydlg.png rectify a signal. takes the absolute value of every element of a signal. ****rectify****
****/signal_types=**** the type of signal to be processed ****/signal_names=**** the names of the signals to
be processed ****/signal_folder=**** the name of the signal folder ****;**** \\ \\ visual3d calculates signal
rectification using the following formula: $x(t_i) = \text{abs}(x(t_i))$

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