



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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Last update: 2024/06/19 14:03

