



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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