

Command Rectify Dialog

Result Folder

PROCESSED

Result Name

☐ Append Result Name as Suffix

Result Name	Signal Type	Signal Folder	Signal Name
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OK

Cancel

Rectify

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:

$$x(t_i) = \text{abs}(x(t_i))$$

From:
<https://has-motion.com/wiki/> - Wiki Documentation Site

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https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:signal_commands:rectify&rev=1721231194

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