

AudioProcessing

- eqProcessingEnabled: bool
- outputEnabled: bool
- audio: Audio*
- eq: ParametricEQ*

- + AudioProcessing(Audio*, ParametricEQ*): AudioProcessing
- + Init(): void
- + Process(AbstractOS::Thread*): void
- + SetParametricEQState(bool): void
- + SetAudioOutputState(bool): void
- ProcessEQ(uint32_t*, uint32_t*, AbstractOS::Thread*): void