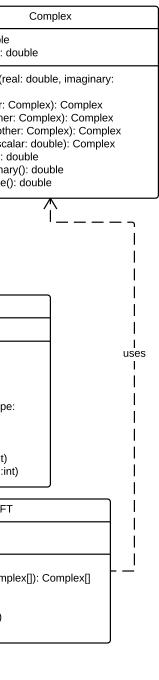


J,



- convolve() - processAudio(audioData: float[])