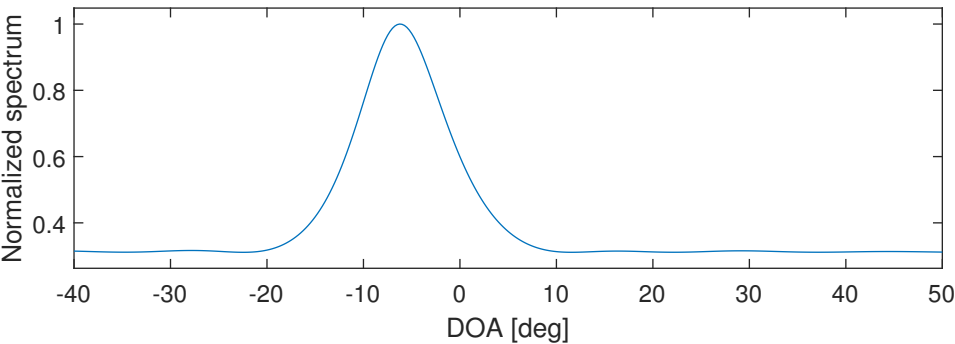


# Music beamformer (sources = 1)

## Linear



## dB

