

srsran::channel\_precoder

+ ~channel\_precoder()  
+ apply\_precoding()  
+ apply\_layer\_map\_and  
\_precoding()



srsran::channel\_precoder\_impl

+ channel\_precoder\_impl()  
+ apply\_precoding()  
# apply\_precoding\_port()



srsran::channel\_precoder\_neon

+ apply\_precoding\_port()  
+ apply\_layer\_map\_and  
\_precoding()