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### Notch filter?

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### Notch filter? (#p2054)

by **Digital Larry** » Tue Jan 13, 2015 6:35 am

A user PM'ed me asking if there was such a block available. I think that when I was goofing around with the state variable filter blocks, I did determine that a notch is possible (essentially, you take the high pass and low pass outputs and add them together). And I recall trying this, but was underwhelmed at the result. That doesn't mean it wasn't working, but perhaps my expectations are not in line with reality. My quick and dirty frequency response multi tone WAV file did show a dip at the proper frequency, but I don't have anything more exact to say how deep and/or how wide the notch was.

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### Re: Notch filter? (#p2081)

by **iampoer** » Thu Jan 22, 2015 8:48 pm

I think "real" high Q notch filters usually have a very different Damping response. Need to open up the dusty filter books filled with math and check.... 🧐

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### Re: Notch filter? (#p2083)

by **Digital Larry** » Thu Jan 22, 2015 9:03 pm

Point me at some equations. The one-band filter was taken from the Spin Knowledge base. I also limit the range of resonance, simply because I'm not sure what people are after with some of these things. Show me something written in Spin ASM and I can try to make it happen.

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### Re: Notch filter? (#p2089)

by **disasterarea** » Sat Jan 24, 2015 6:02 pm

You should be able to get a notch response by combining a bandpass filter with a phase inverted straight signal. However, I can't reliably get SpinCAD to phase-cancel things. The hardware will do it fine but the simulator won't.

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