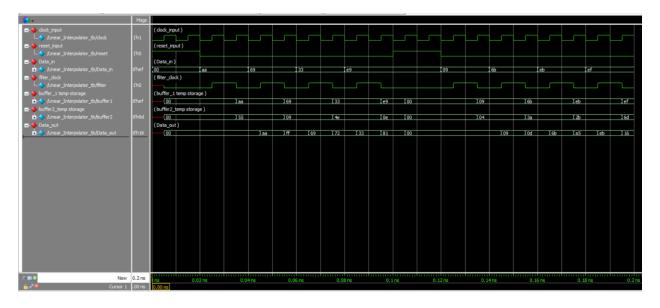
Output table

1													
#	0	Time	=	5	Data_in :	= 0	Filter	= x	Bufferl =	x	Buffer2 =	x	$Data_out = x$
#	@	Time	=	15	Data_in :	= 0	Filter	= 0	Bufferl =	0	Buffer2 =	0	Data_out = 0
#	@	Time	=	25	Data_in :	= 170	Filter	= 0	Buffer1 =	0	Buffer2 =	0	Data_out = 0
#	@	Time	=		Data_in	= 170	Filter	= 1	Buffer1 =	0	Buffer2 =	0	Data_out = 0
#	@	Time	=		Data_in :	= 105	Filter	= 0	Buffer1 = 1	.70	Buffer2 =	85	Data_out = 0
#	@	Time	=	55	Data in :	= 105	Filter	= 1	Buffer1 = 1	70	Buffer2 =	85	Data_out = 170
#	@	Time	=	65	Data in	= 51	Filter	= 0	Buffer1 = 1	.05	Buffer2 =	9	Data_out = 255
#	@	Time	=	75	Data in	= 51	Filter	= 1	Buffer1 = 1	.05	Buffer2 =	9	Data_out = 105
#	@	Time	=	85	Data_in :	= 233	Filter	= 0	Bufferl =	51	Buffer2 =	78	Data_out = 114
#	@	Time	=	95	Data in :	= 233	Filter	= 1	Buffer1 =	51	Buffer2 =	78	Data out = 51
#	@	Time	=	105									Data_out = 129
#	@	Time	=	115	Data in	= 233	Filter	= 0	Buffer1 =	0	Buffer2 =	0	Data_out = 0
#	@	Time	=	125	Data_in :	= 9	Filter	= 0	Bufferl =	0	Buffer2 =	0	Data_out = 0
#	@	Time	=		Data_in :	= 9	Filter	= 1	Buffer1 =	0	Buffer2 =	0	Data_out = 0
#	@	Time	=	145	Data in	= 107	Filter	= 0	Bufferl =	9	Buffer2 =	4	Data_out = 0
#	@	Time	=	155	Data_in :	= 107	Filter	= 1	Buffer1 =	9	Buffer2 =	4	Data_out = 9
#	@	Time	=	165	Data_in :	= 235	Filter	= 0	Buffer1 = 1	.07	Buffer2 =	58	Data_out = 13
#	@	Time	=		Data_in :	= 235	Filter	= 1	Buffer1 = 1	.07	Buffer2 =	58	Data_out = 107
#	@	Time	=	185	Data_in :	= 239	Filter	= 0	Buffer1 = 2	235	Buffer2 =	43	Data_out = 165
#	@	Time	=	195	Data in	= 239	Filter	= 1	Buffer1 = 2	235	Buffer2 =	43	Data_out = 235

Bitwave



Summary:

- @ reset everything goes to zero exception Data_in, since Data_in is coming from an external source
- when the filter is high perform the following
 - o set buffer1 to store the Data_in values
 - o set buffer2 to interpolate (average) current Data_in with buffer1
 - set Data_out to be combination of buffer1 and buffer2
- when the filter is low or not active
 - o set Data_out to be the current value of buffer1

•	The above logic shows that Data_in is always filtered before getting to Data_out. Data_out only reads from buffer1 and buffer2