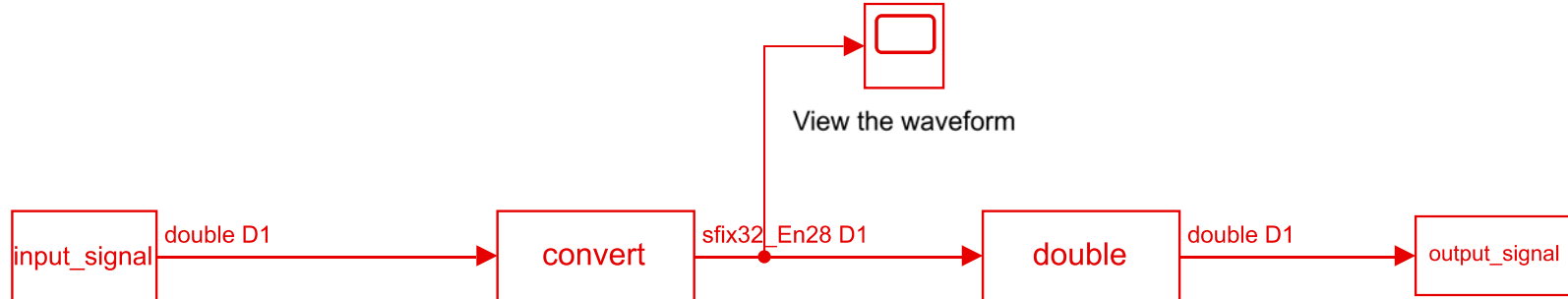


Passthrough Example

Setting up for a DSP Simulation



Modify the **InitFcn** callback function in *Model Explorer* to read in the signal from the desired .wav file and change to the desired sample rate using the `resample()` function. This resampled signal is placed into the workspace variable *input_signal*.

Convert from double precision to the desired fixed-point precision. *W_bits* and *F_bits* are set in the callback function `InitFcn`.

Convert back to Double

Place the signal into the workspace variable *output_signal* and play the signal using the `sound()` function. This is done when the simulation stops by using the **StopFcn** callback function, which can be seen in *Model Explorer*.

