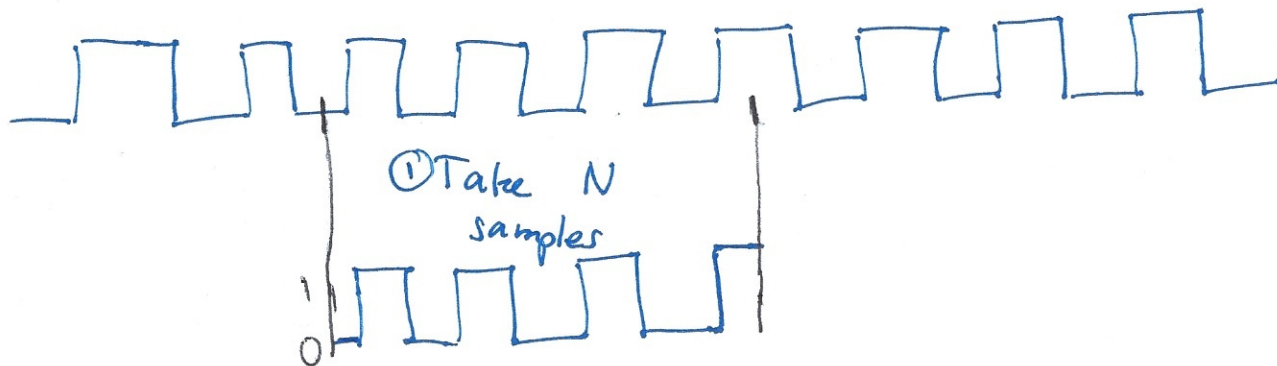
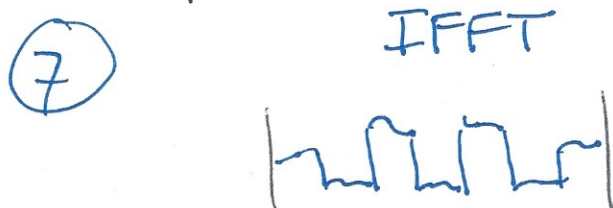
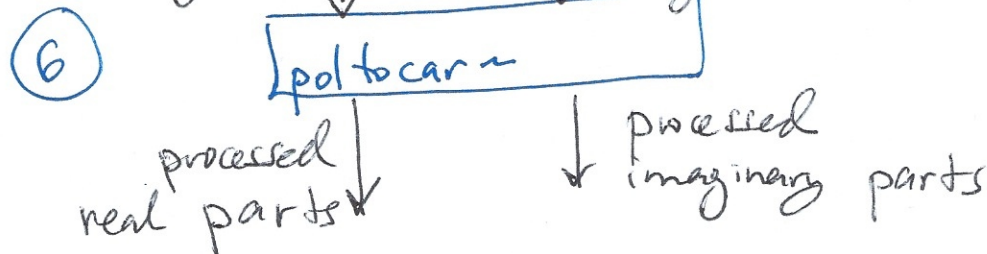
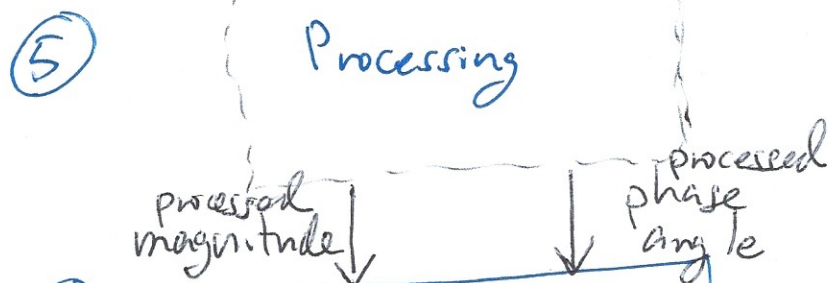
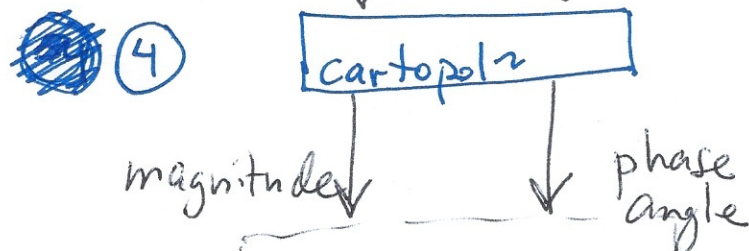
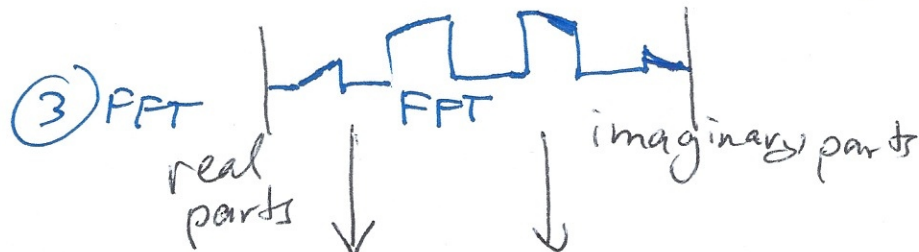


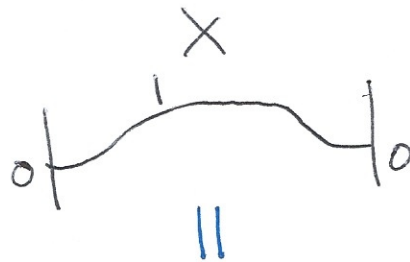
# HOW FFT ~ WINDOWS THE INPUT AND OUTPUT SIGNALS



② Multiply by window  
(tapers to 0 at beginning & end)

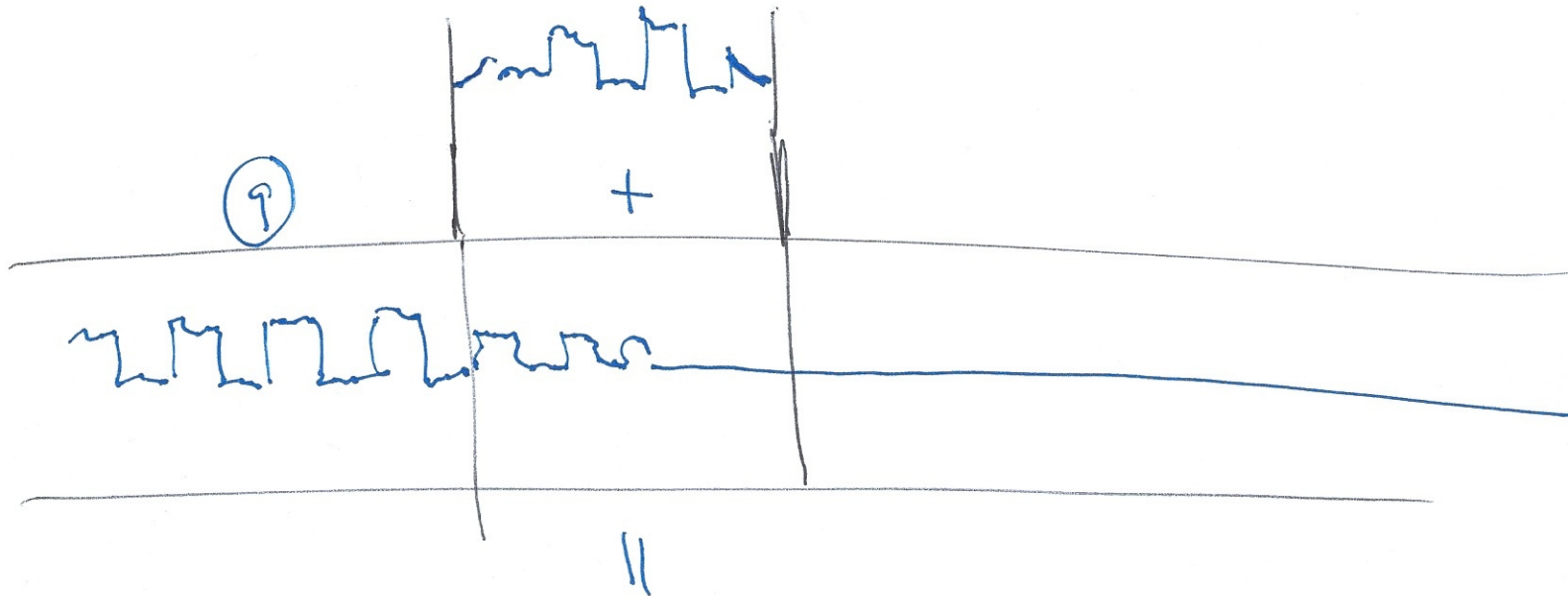


⑧



Multiply again by the same windowing function

⑨



Audio buffer representing accumulated output signal:



By this time, the output audio has only been computed up to here. The next (windowed) vector/frame of audio from pfftr will overlap some with this but also provide more samples further to the right (i.e. into the future).