Structure

vDSP.Biquad

A single- or double-precision biquadratic filter.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst | macOS 10.15+ | tvOS 13.0+ | visionOS | watchOS 6.0+

```
struct Biquad<T> where T : vDSP_FloatingPointBiquadFilterable
```

Overview

> **Note**
>
> The vDSP biquadratic filters work in place. That is, the source and destination pointers may point to the same memory.

Topics

Initializers

```
init?(coefficients: [Double], channelCount: vDSP_Length, sectionCount:
vDSP_Length, ofType: T.Type)
```
    Creates a new single-channel or multichannel cascaded biquad IIR structure.

Instance methods

```
func apply<U>(input: U) -> [T]
```

Applies a single- or double-precision single-channel or multichannel biquad IIR filter, returning the filtered signal.

```
func apply<U, V>(input: U, output: inout V)
```

Applies a single- or double-precision single-channel or multichannel biquad IIR filter, overwriting the supplied output vector.

See Also

Biquadratic IIR Filters

`{}` Equalizing audio with discrete cosine transforms (DCTs)

Change the frequency response of an audio signal by manipulating frequency-domain data.