

Filter_*.h

**Convolution
(Impulse Response)**

Class Name:
FIR_Filter

Function Declaration:

void initializeFIR_Filter(*void*)

bool runBlock(*void*)

void terminate(*void*) {}

Impulse Response

Impulse Response
generated by
Pulse_shaper.cpp
faded to the runblock(*void*) function

**Overlap-save
(Impulse Response)**

Class Name:
FD_Filter

Function Declaration:

void initializeFD_Filter(*void*)

bool runBlock(*void*)

void terminate(*void*) {}

Impulse Response

Impulse Response
generated by
pulse_shaper_fd_20180306.cpp
faded to the
runblock(*void*) function

**Overlap-save
(Transfer Function)**

Class Name:
FD_Filter_20181110

Function Declaration:

void initializeFD_Filter_20181110(*void*)

bool runBlock(*void*)

void terminate(*void*) {}

Transfer Function

Impulse Response
generated by
pulse_shaper_fd_20181110.cpp
faded to the
runblock(*void*) function