

DSP System Toolbox™ Release Notes

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DSP System Toolbox™ Release Notes

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Summary by Version

This table provides quick access to what's new in each version. For clarification, see “Using Release Notes” on page 1.

Version (Release)	New Features and Changes	Version Compatibility Considerations	Fixed Bugs and Known Problems
Latest Version V8.0 (R2011a)	Yes Details	Yes Summary	Bug Reports Includes fixes
V6.0 (R14) — V7.1 (R2010b) Signal Processing Blockset™	Yes	Yes	Bug Reports
V3.2 (R14SP2) — V4.7.1 (R2010b) Filter Design Toolbox™	Yes	Yes	Bug Reports

Using Release Notes

Use release notes when upgrading to a newer version to learn about:

- New features
- Changes
- Potential impact on your existing files and practices

Review the release notes for other MathWorks® products required for this product (for example, MATLAB® or Simulink®). Determine if enhancements, bugs, or compatibility considerations in other products impact you.

If you are upgrading from a software version other than the most recent one, review the current release notes and all interim versions. For example, when you upgrade from V1.0 to V1.2, review the release notes for V1.1 and V1.2.

What Is in the Release Notes

New Features and Changes

- New functionality
- Changes to existing functionality

Version Compatibility Considerations

When a new feature or change introduces a reported incompatibility between versions, the **Compatibility Considerations** subsection explains the impact.

Compatibility issues reported after the product release appear under Bug Reports at the MathWorks Web site. Bug fixes can sometimes result in incompatibilities, so review the fixed bugs in Bug Reports for any compatibility impact.

Fixed Bugs and Known Problems

MathWorks offers a user-searchable Bug Reports database so you can view Bug Reports. The development team updates this database at release time and as more information becomes available. Bug Reports include provisions for any known workarounds or file replacements. Information is available for bugs existing in or fixed in Release 14SP2 or later. Information is not available for all bugs in earlier releases.

Access Bug Reports using your MathWorks Account.

Documentation on the MathWorks Web Site

Related documentation is available on mathworks.com for the latest release and for previous releases:

- Latest product documentation
- Archived documentation

Version 8.0 (R2011a) DSP System Toolbox

This table summarizes what's new in V8.0 (R2011a):

New Features and Changes	Version Compatibility Considerations	Fixed Bugs and Known Problems
Yes Details below	Yes—Details labeled as Compatibility Considerations , below. See also Summary.	Bug Reports Includes fixes

New features and changes introduced in this version are:

- “Product Restructuring” on page 4
- “Frame-Based Processing” on page 4
- “New Function for Changing the System Object Package Name from signalblks to dsp” on page 14
- “New Discrete FIR Filter Block” on page 15
- “New Printing Capability from the Time Scope Block” on page 15
- “Improved Display Updates for the Time Scope Block and System Object” on page 15
- “New Implementation Options Added to Blocks in the Filter Designs Library” on page 15
- “New dsp.DigitalDownConverter and dsp.DigitalUpConverter System Objects” on page 16
- “Improved Performance of FFT Implementation with FFTW library” on page 16
- “Variable-Size Support for System Objects” on page 16
- “Heterogeneous Arrays of System Objects” on page 18
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- “MATLAB Compiler Support for System Objects” on page 19
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- “System Object Input and Property Warnings Changed to Errors” on page 20
- “New and Updated Demos” on page 20
- “Documentation Examples Renamed” on page 21
- “Downsample Block No Longer Has Frame-Based Processing Latency for a Frame Size of One” on page 21
- “SignalReader System Object Accepts Column Input Only” on page 22
- “FrameBasedProcessing Property Removed from the dsp.DelayLine and dsp.Normalizer System Objects” on page 22
- “R2010a MAT Files with System Objects Load Incorrectly ” on page 22

Product Restructuring

The DSP System Toolbox™ product replaces the Signal Processing Blockset™ and Filter Design Toolbox™ products in R2011a.

You can access archived documentation for the Signal Processing Blockset and Filter Design Toolbox products on the MathWorks Web site.

Frame-Based Processing

In signal processing applications, you often need to process sequential samples of data at once as a group, rather than one sample at a time. DSP System Toolbox documentation refers to the former as frame-based processing and the latter as sample-based processing. A frame is a collection of samples of data, sequential in time.

Historically, Simulink-family products that can perform frame-based processing propagate frame-based signals throughout a model. The frame status is an attribute of the signals in a model, just as data type and dimensions are attributes of a signal. The Simulink engine propagates the frame attribute of a signal by means of a frame bit, which can either be on or off. When the frame bit is on, Simulink interprets the signal as frame based

and displays it as a double line, rather than the single line sample-based signal.

General Product-Wide Changes

Beginning in R2010b, MathWorks started to significantly change the handling of frame-based processing. In the future, frame status will no longer be a signal attribute. Instead, individual blocks will control whether they treat inputs as frames of data or as samples of data. To learn how a particular block handles its input, you can refer to the block reference page.

To make the transition to the new paradigm of frame-based processing, many blocks have received new parameters. You can view an example of how to use these parameters to control sample- and frame-based processing in R2011a and future releases. To open the model, type `ex_inputprocessing` at the MATLAB command line. This model demonstrates how a block can process a signal as sample based or frame based, depending on the setting of that block's **Input processing** parameter.

Notice that when the Discrete FIR Filter and Time Scope blocks are configured to perform frame-based processing, they interpret columns as channels and treat the 2-by-2 input signal as two independent channels. Conversely, when the blocks are configured to perform sample-based processing, they interpret elements as channels and treat the 2-by-2 input signal as four independent channels. For further information about sample- and frame-based processing, see “Sample- and Frame-Based Concepts”.

The following sections provide more detailed information about the specific R2011a DSP System Toolbox software changes that are helping to enable the transition to the new way of frame-based processing:

- “Blocks with a New Input Processing Parameter” on page 7
- “Changes to the Overlap-Add FFT Filter, Overlap-Save FFT Filter, and Short-Time FFT Blocks” on page 9
- “Difference Block Changes” on page 10
- “Signal To Workspace Block Changes” on page 10
- “Spectrum Scope Block Changes” on page 11
- “Sample-Based Row Vector Processing Changes” on page 11

Compatibility Considerations. During this transition to the new way of handling frame-based processing, both the old way (frame status as an attribute of a signal) and the new way (each block controls whether to treat inputs as samples or as frames) will coexist for a few releases. For now, the frame bit will still flow throughout a model, and you will still see double signal lines in your existing models that perform frame-based processing.

- **Backward Compatibility** — By default, when you load an existing model in R2011a any new parameters related to the frame-based processing change will be set to their backward-compatible option. For example, if any blocks in your existing models received a new **Input processing** parameter this release, that parameter will be set to **Inherited** (this choice will be removed - see release notes) when you load your model in R2011a. This setting enables your existing models to continue working as expected until you upgrade them. Because the inherited option will be removed in a future release, you should upgrade your existing models as soon as possible.
- **slupdate Function** — To upgrade your existing models to the new way of handling frame-based processing, you can use the `slupdate` function. Your model must be compilable in order to run the `slupdate` function. The function detects all blocks in your model that are in need of updating, and asks you whether you would like to upgrade each block. If you select yes, the `slupdate` function updates your blocks accordingly.
- **Timely Update to Avoid Unexpected Results** — It is important to update your existing models as soon as possible because the frame bit will be removed in a future release. At that time, any blocks that have not yet been upgraded to work with the new paradigm of frame-based processing will automatically transition to perform their library default behavior. The library default behavior of the block might not produce the results you expected, thus causing undesired results in your models. Once the frame bit is removed, you will no longer be able to upgrade your models using the `slupdate` function. Therefore, you should upgrade your existing modes using `slupdate` as soon as possible.

For more detailed information about the specific compatibility considerations related to the R2011a frame-based processing changes, see the following Compatibility Considerations sections.

Blocks with a New Input Processing Parameter

Some DSP System Toolbox blocks are able to process both sample- and frame-based signals. After the transition to the new way of handling frame-based processing, signals will no longer carry information about their frame status. Blocks that can perform both sample- and frame-based processing will require a new parameter that allows you to specify the appropriate processing behavior. To prepare for this change, many blocks are receiving a new **Input processing** parameter. You can set this parameter to **Columns as channels** (frame based) or **Elements as channels** (sample based), depending upon the type of processing you want. The third choice, **Inherited** (this choice will be removed - see release notes), is a temporary selection. This additional option will help you to migrate your existing models from the old paradigm of frame-based processing to the new paradigm. Refer to the “Compatibility Considerations” on page 8 section for more information about migrating your existing models to the new paradigm of frame-based processing.

For a list of blocks that received a new **Input processing** parameter in R2011a, expand the following list.

Blocks with the New Input Processing Parameter

- Arbitrary Response Filter
- Bandpass Filter
- Bandstop Filter
- CIC Compensator
- CIC Filter
- Comb Filter
- Differentiator Filter
- Halfband Filter
- Highpass Filter
- Hilbert Filter
- Inverse Sinc Filter
- Lowpass Filter

- Nyquist Filter
- Octave Filter
- Parametric Equalizer
- Peak-Notch Filter
- Pulse Shaping Filter
- Unwrap

For a list of blocks that received an **Input processing** parameter in R2010b, see the R2010b Signal Processing Blockset Release Notes.

Compatibility Considerations. When you load an existing model R2011a, any block with the new **Input processing** parameter will show a setting of Inherited (this choice will be removed - see release notes). This setting enables your existing models to continue to work as expected until you upgrade them. Although your old models will still work when you open and run them in R2011a, you should upgrade them as soon as possible.

You can upgrade your existing models, using the `slupdate` function. The function detects all blocks that have Inherited (this choice will be removed - see release notes) selected for the **Input processing** parameter, and asks you whether you would like to upgrade each block. If you select yes, the function detects the status of the frame bit on the input port of the block. If the frame bit is 1 (frames), the function sets the **Input processing** parameter to `Columns as channels` (frame based). If the bit is 0 (samples), the function sets the parameter to `Elements as channels` (sample based).

In a future release, the frame bit and the Inherited (this choice will be removed - see release notes) option will be removed. At that time, the **Input processing** parameter in models that have not been upgraded will automatically be set to either `Columns as channels` (frame based) or `Elements as channels` (sample based), depending on the library default setting for each block. If the library default setting does not match the parameter setting in your model, your model will produce unexpected results. Additionally, after the frame bit is removed, you will no longer be able to upgrade your models using the `slupdate` function. Therefore, you should upgrade your existing modes using `slupdate` as soon as possible.

Changes to the Overlap-Add FFT Filter, Overlap-Save FFT Filter, and Short-Time FFT Blocks

R2011a updates the Overlap-Add FFT Filter, Overlap-Save FFT Filter, and Short-Time FFT blocks to the use new way of frame-based processing. In previous releases, the frame status of the input signal determined how these blocks processed the input. In R2011a, the default behavior of these blocks is to always perform frame-based processing.

Unless you specify otherwise, these blocks now treat each column of the input signal as an individual channel, regardless of its frame status. You can now enable the behavior change in these blocks while still allowing for backward compatibility. This release adds a **Treat Mx1 and unoriented sample-based signals as** parameter for this purpose. This parameter will be removed in a future release, at which point the blocks will always perform frame-based processing.

Compatibility Considerations. The **Treat Mx1 and unoriented sample-based signals as** parameter will be removed in a future release. From that point, the Overlap-Add FFT Filter, Overlap-Save FFT Filter, and Short-Time FFT blocks will always perform frame-based processing.

You can use the `slupdate` function to upgrade your existing models that contain one of these blocks. The function detects all Overlap-Add FFT Filter, Overlap-Save FFT Filter, and Short-Time FFT blocks in your model. Then, if you allow it to, `slupdate` performs the following actions:

- If the input to the block is an M -by-1 or unoriented sample-based signal, the `slupdate` function:
 - Places a Transpose block in front of the affected block in your model. This block transposes the M -by-1 or unoriented sample-based input into a 1-by- M row vector. By converting the input to a row vector, the block continues to produce the same results as in previous releases (an M_o -by- M_i output).
 - Sets the **Treat Mx1 and unoriented sample-based signals as** parameter to `One channel`. This setting ensures that your model will continue to produce the same results when the **Treat Mx1 and unoriented sample-based signals as** parameter is removed in a future release.

- If the input to the block is *not* an M -by-1 or unoriented sample-based signal, the `slupdate` function sets the **Treat Mx1 and unoriented sample-based signals as** parameter to `One channel`. This setting does not affect the behavior of your current model. However, the change does ensure that your model will continue to produce the same results when the **Treat Mx1 and unoriented sample-based signals as** parameter is removed in a future release.

Difference Block Changes

R2011a adds a new **Running difference** parameter to the Difference block.

Compatibility Considerations. In a future release, the following option for the **Running difference** parameter will be removed: `Inherit from input` (this choice will be removed see release notes). From this time forward, you must specify whether or not the block computes a running difference; the block will no longer make that choice based on the status of the frame bit.

You can use the `slupdate` function to upgrade your existing models that contain a Difference block. The function detects whether your models contain any Difference blocks with the **Running difference** parameter set to `Inherit from input` (this choice will be removed see release notes). If you do, the function detects the status of the frame bit, and sets the **Running difference** parameter accordingly.

Signal To Workspace Block Changes

R2011a updates the Signal To Workspace block. The block now allows you to choose an output format using the **Save format** parameter. You can choose to save your data as an Array, Structure, or Structure with time.

Additionally, the old **Frames** parameter has been replaced by a new **Save 2-D signals as** parameter. This parameter allows you to specify whether the block saves 2-D signals as a 2-D array, or as a 3-D array. To provide for backward compatibility, the **Save 2-D signals as** parameter also has an option `Inherit from input` (this choice will be removed see release notes). When you select this option, the block saves sample-based data as a 3-D array and frame-based data as a 2-D array.

Compatibility Considerations. In a future release, the following option will be removed: Inherit from input (this choice will be removed see release notes). From this time forward, you must specify whether the block saves signals as a 2-D or 3-D array. The block will no longer make that choice based on the status of the frame bit.

You can use the `slupdate` function to upgrade your existing models that contain a Signal To Workspace block. The function detects whether your models contain any Signal To Workspace blocks with the **Save 2-D signals as** parameter set to Inherit from input (this choice will be removed see release notes). If you do, the function detects the status of the frame bit and sets the **Save 2-D signals as** parameter accordingly.

- If the input signal is frame based, the function sets the **Save 2-D signals as** parameter to 2-D array (concatenate along first dimension).
- If the input signal is sample based, the function sets the **Save 2-D signals as** parameter to 3-D array (concatenate along third dimension).

Spectrum Scope Block Changes

R2011a updates the Spectrum Scope block to use the new way of frame-based processing. To enable this change, the block received a new **Treat Mx1 and unoriented sample-based signals as** parameter. This new parameter is available only when you select the **Buffer input** check box. By default, the new parameter is set to `One channel`. In this mode, the block treats M -by-1 and unoriented sample-based input as a single column vector and buffers the input along that column.

Sample-Based Row Vector Processing Changes

In previous releases, some DSP System Toolbox blocks handled sample-based row vector inputs in a special way. Of the blocks that can treat sample-based row vector inputs differently, there are two categories:

- Some blocks have a **Treat sample-based row input as a column** check box which allows you to explicitly specify how the block should treat sample-based row vector inputs. Expand the following section for a full list of these blocks.

Blocks with a Check Box

- Maximum
 - Mean
 - Median
 - Minimum
 - Normalization
 - RMS
 - Standard Deviation
 - Variance
- Other blocks automatically treat a sample-based row vector input as a single channel (column vector). Expand the following section for a full list of these blocks.

Blocks That Implicitly Treat Sample-Based Row Vectors as a Single Channel

- Autocorrelation
- Autocorrelation LPC
- Burg AR Estimator
- Burg Method
- Complex Cepstrum
- Convolution
- Correlation
- Covariance AR Estimator
- Covariance Method
- DCT
- FFT
- IDCT
- IFFT

- Interpolation
- Levinson-Durbin
- LPC to LSF/LSP Conversion
- LPC to/from Cepstral Coefficients
- LPC to/from RC
- LPC/RC to Autocorrelation
- LSF/LSP to LPC Conversion
- Modified Covariance AR Estimator
- Modified Covariance Method
- Peak Finder
- Polynomial Stability Test
- Real Cepstrum
- Sort
- Window Function
- Yule-Walker AR Estimator
- Yule-Walker Method

The special treatment of sample-based row vector inputs will be removed in a future release. See the compatibility considerations for more information about how this change will affect your models.

Compatibility Considerations. The blocks listed will continue to work as expected in R2011a. However, in a future release these blocks will produce a warning when you provide them with a sample-based row vector input, and eventually, their behavior will change.

You can prepare your models for the upcoming change by running the `slupdate` function. If the function detects any blocks that have a **Treat sample-based row input as a column** check box, it performs the following actions:

- If the input to the block is a sample-based row vector, and the **Treat sample-based row input as a column** check box is selected, the `slupdate` function places a Transpose block in front of the affected block. The Transpose block transposes the sample-based row vector into a column vector, which is then input into the affected block. Transposing the input signal ensures that your model will produce the same results in future releases.
- If the **Treat sample-based row input as a column** check box is not selected, or if the input to the block is not a sample-based row vector, the `slupdate` function takes no action. Your model will continue to work as expected in future releases.

If the `slupdate` function detects any blocks that automatically treat sample-based row vectors as a column, it performs the following actions:

- If the input to the block is a sample-based row vector, the `slupdate` function places a Transpose block in front of the affected block. The Transpose block transposes the sample-based row vector into a column vector, which is then input into the affected block. Transposing the input signal ensures that your model will produce the same results in future releases.
- If the input to the block is not a sample-based row vector, the `slupdate` function takes no action. Your model will continue to work as expected in future releases.

New Function for Changing the System Object Package Name from `signalblks` to `dsp`

In R2010b, the package name of Signal Processing Blockset™ System objects changed from `signalblks` to `dsp`. In R2011a, a new function is available to help you update your code. You can use the `sysobjupdate` function to recursively search a folder and its subfolders for MATLAB files that contain System object packages, classes, and properties that have been renamed.

Compatibility Considerations

If you have any existing System object code that uses a package name of `signalblks`, you should use the `sysobjupdate` function to update your code. For more information, type `help sysobjupdate` at the MATLAB command line.

New Discrete FIR Filter Block

R2011a adds a new Discrete FIR Filter block to the DSP System Toolbox Filtering/Filter Implementations library. The block is an implementation of the Simulink Discrete FIR Filter block.

New Printing Capability from the Time Scope Block

You can now print the data you see in the Time Scope block. To send the data to your printer, select **File > Print ...** from the scope menu. To print the data to a MATLAB figure, select **File > Print to Figure**.

Improved Display Updates for the Time Scope Block and System Object

R2011a introduces the capability to improve the performance of the Time Scope block and `dsp.TimeScope` System object by reducing the frequency with which the display updates. You can now choose between this new enhanced performance mode and the old behavior by selecting **Reduce Updates to Improve Performance** from the **Simulation** menu of the block, or the **Playback** menu of the System object. By default, both the block and System object operate in the new enhanced performance mode.

New Implementation Options Added to Blocks in the Filter Designs Library

This release provides filter customization options for blocks in the Filtering/Filter Designs library. You can access these options in the **Filter implementation** section of the block dialog box:

- Implement designed filters as Simulink basic elements or as a digital filter.
- Customize filters built using Simulink basic elements using the **Optimizations** parameters.

Blocks in the Filtering/Filter Designs library also support **Input processing** and **Rate options** parameters in R2011a. For more information, see “Blocks with a New Input Processing Parameter” on page 7.

Compatibility Considerations

- **Frame-based processing and filters with algebraic loops** — For filters that contain sample-by-sample feedback, using a lumped-element implementation instead of Simulink basic elements can eliminate algebraic loops. For supported blocks, use the `slupdate` function on older models with designed filters to convert the designed filters into lumped filters. You can enable this feature manually by clearing the **Use basic elements for filter customization** check box.

For filters with algebraic loops that do not have this option, specify sample-based processing by setting the **Input processing** parameter to `Elements as channels (sample based)`.

- **Rate Options** parameter — Filters that allow multirate processing, such as FIR decimators and interpolaters, perform single-rate processing by default. For more information, see the block reference pages.

New `dsp.DigitalDownConverter` and `dsp.DigitalUpConverter` System Objects

This release adds new `dsp.DigitalDownConverter` and `dsp.DigitalUpConverter` System objects. The digital up converter (DUC) and digital down converter (DDC) System objects provide tools to design interpolation/decimation filters and simplify the steps required to implement the up/down conversion process.

Improved Performance of FFT Implementation with FFTW library

The FFT, IFFT blocks and the `dsp.FFT` and `dsp.IFFT` System objects include the use of the FFTW library.

Variable-Size Support for System Objects

The following System objects support inputs that change their size at runtime.

- `dsp.ArrayVectorAdder`
- `dsp.ArrayVectorDivider`
- `dsp.ArrayVectorMultiplier`

- `dsp.ArrayVectorSubtractor`
- `dsp.FFT`
- `dsp.IFFT`
- `dsp.Maximum`
- `dsp.Mean`
- `dsp.Minimum`
- `dsp.Normalizer`
- `dsp.RMS`
- `dsp.StandardDeviation`
- `dsp.UDPReceiver`
- `dsp.UDPSender`
- `dsp.Variance`

Compatibility Consideration

For the `dsp.UDPSender` and `dsp.UDPReceiver` System objects only, you should update your code to stop sending or receiving any data length settings. Support for variable-size data makes the data length settings redundant. For example,

```
% Change these lines to remove explicit lengths:
    step(hudps, dataSent, dataLength);
    [dataReceived len] = step(hudpr);
    bytesReceived = bytesReceived + ...
        length(dataReceived) len;

% Code lines with lengths removed:
    step(hudps,datasent);
    [dataReceived] = step(hudpr);
    bytesReceived = bytesReceived + ...
        length(dataReceived);
```

Heterogeneous Arrays of System Objects

You can now create arrays that contain System objects of different classes. This capability allows you to run a subset of methods on multiple System objects simultaneously. You can run these methods on System object arrays: `clone`, `getNumInputs`, `getNumOutputs`, `isLocked`, `release`, and `reset`. Note that the `step` method is not supported for System object arrays.

System Objects FullPrecisionOverride Property Added

A `FullPrecisionOverride` property has been added to the System objects listed below. This property is a convenient way to control whether the object uses full precision to process fixed-point input.

When you set this property to `true`, which is the default, it eliminates the need to set many fixed-point properties individually. It also hides the display of these properties (such as `RoundingMode`, `OverflowAction`, etc.) because they are no longer applicable individually.

To set individual fixed-point properties, you must first set `FullPrecisionOverride` to `false`.

Note The `CoefficientDataType` property is not controlled by `FullPrecisionOverride`

The following System objects are affected:

- `dsp.ArrayVectorAdder`
- `dsp.ArrayVectorSubtractor`
- `dsp.Autocorrelator`
- `dsp.Convolver`
- `dsp.Crosscorrelator`
- `dsp.FIRDecimator`
- `dsp.FIRInterpolator`

- `dsp.FIRRateConverter`
- `dsp.SubbandAnalysisFilter`
- `dsp.SubbandSynthesisFilter`
- `dsp.Window`

Compatibility Consideration

All of these System objects have their new `FullPrecisionOverride` property set to the default, `true`. If you had set any fixed-point properties to non-default values for these objects, those values are ignored. As a result, you may see different numerical answers from those answers in a previous release. To use your nondefault fixed-point settings, you must first change `FullPrecisionOverride` to `false`.

'Internal rule' System Object Property Value Changed to 'Full precision'

To clarify the value of many `DataType` properties, the 'Internal rule' option has been changed to 'Full precision'.

Compatibility Consideration

The objects allow you to enter either 'Internal rule' or 'Full precision'. If you enter 'Internal rule', that option is stored as 'Full precision'.

MATLAB Compiler Support for System Objects

The DSP System Toolbox supports the MATLAB® Compiler™ for most System objects. With this capability, you can use the MATLAB Compiler to take MATLAB files, which can include System objects, as input and generate standalone applications.

The following System objects are not supported by the MATLAB Compiler software:

- `dsp.CICDecimator`
- `dsp.CICInterpolator`
- `dsp.DigitalDownConverter`

- `dsp.DigitalUpConverter`
- `dsp.TimeScope`

Viewing System Objects in the MATLAB Variable Editor

The MATLAB Variable Editor now displays System objects properties in the same order as they display at the command line. Note that the Variable Editor provides a read-only view for System objects.

System Object Input and Property Warnings Changed to Errors

When a System object is locked (e.g., after the `step` method has been called), the following situations now produce an error. This change prevents the loss of state information.

- Changing the input data type
- Changing the number of input dimensions
- Changing the input complexity from real to complex
- Changing the data type, dimension, or complexity of tunable property
- Changing the value of a nontunable property

Compatibility Consideration

Previously, the object issued a warning for these situations. The object then unlocked, reset its state information, relocked, and continued processing. To update existing code so that it does not produce an error, use the `release` method before changing any of the items listed above.

New and Updated Demos

R2011a adds the following new demos:

- Digital Up and Down Conversion for Family Radio Service — Shows you how to use the new `dsp.DigitalDownConverter` and `dsp.DigitalUpConverter` System objects to design a Family Radio Service (FRS) transmitter and receiver.

- Design and Analysis of a Digital Down Converter — Shows you how to use the `dsp.DigitalDownConverter` System object to simplify the steps required to emulate the TI Graychip 4016 digital down converter.
- Using System Objects with MATLAB Compiler — Shows you how to use MATLAB Compiler to create a standalone application from MATLAB System objects.

Additionally, the Simulink-based demo, GSM Digital Down Converter, has been enhanced to use the Fixed-Point Toolbox™ `cordicrotate` function. The demo now allows you to compare an NCO-based mixer to a CORDIC-based mixer.

Documentation Examples Renamed

In previous releases, the example models used throughout the Signal Processing Blockset™ documentation were named with a prefix of `doc_`. In R2011a, this prefix has changed to `ex_`. For example, in R2010b, you could launch an example model using the Time Scope block by typing `doc_timescope_tut` at the MATLAB command line. To launch the same model in R2011a, you must type `ex_timescope_tut` at the command line.

Compatibility Considerations

You can no longer launch DSP System Toolbox documentation example models using the `doc_` name. To open these models in R2011a, you must replace the `doc_` prefix in the model name with `ex_`.

Downsample Block No Longer Has Frame-Based Processing Latency for a Frame Size of One

As of R2011a, the Downsample block no longer exhibits frame-based processing latency when the input frame size is one.

Compatibility Considerations

Existing models that use the Downsample block in frame-based processing mode may produce different results in R2011a. Specifically, the Downsample block no longer has one-frame of latency when the input frame size is one. If your model uses a Downsample block in frame-based processing mode and the input frame size is one, you will see different results when you run your

model in R2011a. If you need to restore the one-frame latency, you can use a Delay block to delay the output of the Downsample block by one frame.

SignalReader System Object Accepts Column Input Only

The SignalReader System object now accepts column inputs only.

Compatibility Consideration

Update any code with row input to the SignalReader object to convert the input to column form before passing it to the object. (Note that this change occurred in R2010b.)

FrameBasedProcessing Property Removed from the dsp.DelayLine and dsp.Normalizer System Objects

In R2010b, the FrameBasedProcessing property was removed from the dsp.DelayLine and dsp.Normalizer System objects. Both objects now treat each column of the input as a separate channel (frame-based processing).

Compatibility Considerations

As of R2010b, MATLAB issues a warning when you set the FrameBasedProcessing property of the dsp.DelayLine or dsp.Normalizer System objects.

R2010a MAT Files with System Objects Load Incorrectly

If you saved a System object to a MAT file in R2010a and load that file in R2011a, MATLAB may display a warning that the constructor must preserve the class of the returned object. This occurs because an aspect of the class definition changed for that object in R2011a. The object's saved property settings may not restore correctly.

Compatibility Consideration

MAT files containing a System object saved in R2010a may not load correctly in R2011a. You should recreate the object with the desired property values and save the MAT file.

Compatibility Summary for DSP System Toolbox

This table summarizes new features and changes that might cause incompatibilities when you upgrade from an earlier version, or when you use files on multiple versions. Details are provided in the description of the new feature or change.

Version (Release)	New Features and Changes with Version Compatibility Impact
<p>Latest Version V8.0 (R2011a)</p>	<p>See the Compatibility Considerations subheading for each of these new features or changes:</p> <ul style="list-style-type: none"> • “General Product-Wide Changes” on page 5 • “Blocks with a New Input Processing Parameter” on page 7 • “Changes to the Overlap-Add FFT Filter, Overlap-Save FFT Filter, and Short-Time FFT Blocks” on page 9 • “Difference Block Changes” on page 10 • “Signal To Workspace Block Changes” on page 10 • “Sample-Based Row Vector Processing Changes” on page 11 • “New Function for Changing the System Object Package Name from signalblks to dsp” on page 14 • “New Implementation Options Added to Blocks in the Filter Designs Library” on page 15

Version (Release)	New Features and Changes with Version Compatibility Impact
	<ul style="list-style-type: none"> • “Variable-Size Support for System Objects” on page 16 • “System Objects FullPrecisionOverride Property Added” on page 18 • “Internal rule’ System Object Property Value Changed to ’Full precision” on page 19 • “System Object Input and Property Warnings Changed to Errors” on page 20 • “Documentation Examples Renamed” on page 21 • “Downsample Block No Longer Has Frame-Based Processing Latency for a Frame Size of One” on page 21 • “SignalReader System Object Accepts Column Input Only” on page 22 • “FrameBasedProcessing Property Removed from the dsp.DelayLine and dsp.Normalizer System Objects” on page 22 • “R2010a MAT Files with System Objects Load Incorrectly ” on page 22
V7.1 (R2010b) Signal Processing Blockset™	Previous Signal Processing Blockset Compatibility Considerations
V4.7.1 (R2010b) Filter Design Toolbox™	Previous Filter Design Toolbox Compatibility Considerations