

```
function phase(X, reR, imR, reL, imL) = {  
  framesIn = STFT(X, fftSize = 131072,  
    window = Rectangle, step = 0.25,  
    rotateOrigin = false)  
  framesOut = framesIn map { F =>  
    percussion(F, reR, imR, reL, imL, +1, -1, +1, -1)  
  }  
  ISTFT(framesOut, window = Hanning,  
    rotateOrigin = false)  
}
```