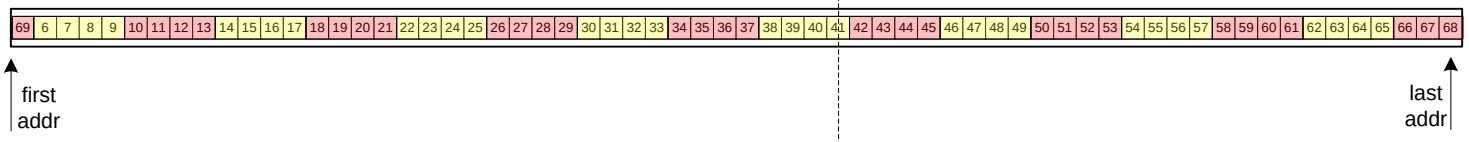
Rearranged data in the PC memory **<u>with regard to</u>** the Stop Correction bits (Next Sample addr bits 1 and 0 = wrap_sample_offset)

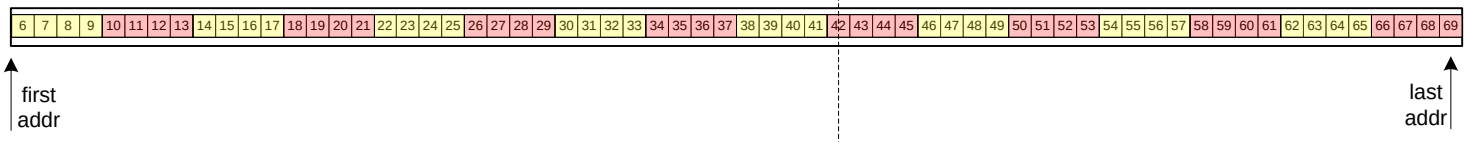
Case Stop 1:

```
if(wrap_sample_offset == 3) {
   for (i=0;i<dma_request_no_of_Lwords;i++) {
      gl_uint_adc1_data_array[i] =   ((gl_dma_rd_buffer[(wrap_read_addr_offset + i - 1) & wrap_read_addr_mask]) >> 16) & 0xffff ;
      gl_uint_adc1_data_array[i] =   gl_uint_adc1_data_array[i] + (((gl_dma_rd_buffer[(wrap_read_addr_offset + i ) & wrap_read_addr_mask]) << 16) & 0xffff0000);
   }
}
```



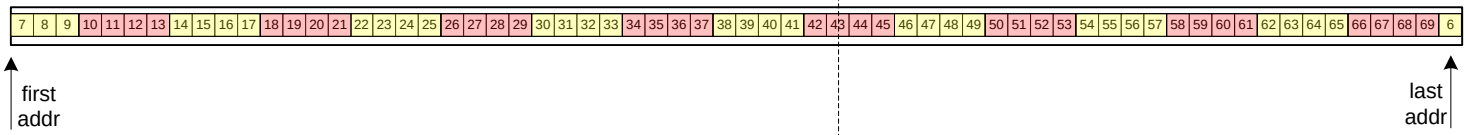
Case Stop 2:

```
if(wrap_sample_offset == 0) {
   for (i=0;i<dma_request_no_of_Lwords;i++) {
       gl_uint_adc1_data_array[i] = (gl_dma_rd_buffer[(wrap_read_addr_offset + i) & wrap_read_addr_mask] ) & 0xffffffff;
    }
}
```



Case Stop 3:

```
if(wrap_sample_offset == 1) {
   for (i=0;i<dma_request_no_of_Lwords;i++) {
      gl_uint_adc1_data_array[i] =   ((gl_dma_rd_buffer[(wrap_read_addr_offset + i) & wrap_read_addr_mask]) >> 16) & 0xffff ;
      gl_uint_adc1_data_array[i] =   gl_uint_adc1_data_array[i] + (((gl_dma_rd_buffer[(wrap_read_addr_offset + i + 1) & wrap_read_addr_mask]) << 16) & 0xffff 0000);
   }
}
```



Case Stop 4:

```
if(wrap_sample_offset == 2) {
   for (i=0;i<dma_request_no_of_Lwords;i++) {
      gl_uint_adc1_data_array[i] = (gl_dma_rd_buffer[(wrap_read_addr_offset + i + 1) & wrap_read_addr_mask]) & 0xffffffff ;
   }
}
```