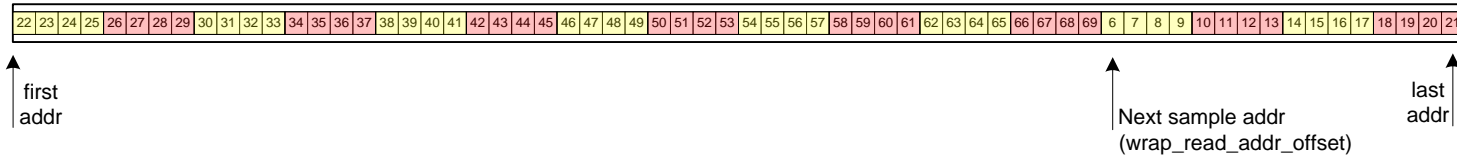


Saved data in wrap page N
of SIS3302/3320 Memory



Simple rearranged data in the PC memory **regardless of** the Stop Correction bits

```
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;
}
```

