```c
#include "Talkthrough.h"

//---------------------------------------------------------------------------//
// Function:    Sport0_RX_ISR                                                //
//                                                                           //
// Description: This ISR is executed after a complete frame of input data    //
//              has been received. The new samples are stored in             //
//              iChannel0LeftIn, iChannel0RightIn, iChannel1LeftIn and       //
//              iChannel1RightIn respectively.  Then the function            //
//              Process_Data() is called in which user code can be executed.//
//              After that the processed values are copied from the          //
//              variables iChannel0LeftOut, iChannel0RightOut,               //
//              iChannel1LeftOut and iChannel1RightOut into the dma          //
//              transmit buffer.                                             //
//---------------------------------------------------------------------------//
EX_INTERRUPT_HANDLER(Sport0_RX_ISR)
{
    // confirm interrupt handling
    *pDMA1_IRQ_STATUS = 0x0001;

    // copy input data from dma input buffer into variables
    iChannel0LeftIn = iRxBuffer1[INTERNAL_ADC_L0];
//  iChannel0RightIn = iRxBuffer1[INTERNAL_ADC_R0];


    // call function that contains user code
    Process_Data();

    // copy processed data from variables into dma output buffer
    iTxBuffer1[INTERNAL_DAC_L0] = iChannel0LeftOut;
    iTxBuffer1[INTERNAL_DAC_R0] = iChannel0RightOut;
}
```