```c
void AS1_OnRxChar(void)
{
    /* Write your code here ... */
    AS1_TComData ch;    // TComData type is defined in the AS1.h header file
    byte err;
    //word Sent;
    static byte index;
    //Read received character and send it if no error is detected
    err = AS1_RecvChar(&ch);
    // DEBUG echo
    AS1_SendChar(ch);

    if (err == ERR_OK && ch == '\n')
    {
        AS1_ClearRxBuf();
        // echo
        rx_message.RxBuffer[index] = '\n';
        // DEBUG echo
        // Error = AS1_SendBlock((byte*) &rx_message.RxBuffer, index, &Sent);
        Rx_MessageUART(rx_message.RxBuffer);
        ClearRxBuffer();
        index = 0;
    }
    else
    {
        if (index > RX_DATA_BUFF_SIZE)  // OUT OF BUFFER RANGE, SHOW ERROR
        {
            AS1_ClearRxBuf();
            ClearRxBuffer();
            index = 0;
            UError = ERR_RX_UART_SIZE;
        }
        else
        {
            rx_message.RxBuffer[index++] = ch;
        }
    }
}
```