MIDIBox AY 3 8912 - PATCH MENU

Access the **PATCH MENU** via **F1** (C64 Keyboard)

PATCH MENU Options:

- Store A Patch (Patch 0) to Eeprom (PIC 18F Eeprom, no Bankstick1 needed)
- Store A Patch (Patch 1 to 127) to Bankstick1 (BS)
- Format Bankstick1

The Patch Menu - Overview:

LCD ROW	Func.	Data	Memo
1	NAME:	PATCHNAME	Edit the **Patchname** here
2	NR :	0 to 127	Select the **Patch Number** here (Patch 0 = PIC internal Patch / 1 to 127 = Bankstick Patches)
3	DO :	L W F	Do **L**oad Patch, **W**rite Patch, **F**ormat Bankstick1
4	status	(info)	(**W**: OK, **L**: OK, **F**: BS PATCH 1-127)

Patch Menu - Editing:

LCD ROW	EDIT	KEYS
1	NAME	Use A-Z, 0-9, SPACE = "_", after Patchname Editing the user can delete the Patchname via INST DEL key
2	Nr.	Use crsr ← → (+ / -)
3	Do	Use L W F
4	status	(info)

Annotation:

- Bankstick (BS) = Bankstick1 by default
- Bankstick Formatting: Patch 1 to 127 will be written with the **current Patch** data (!). For instance: set the MIDI Channel Tone A to 8. Now every Bankstick Patch (1 -127) will have the MIDI Channel 8 (@Tone A) after Bankstick formatting (in this way it is easy to **predefine a Patch Setup for all 127 Bankstick Patches**).
- A " **!** " before the [Patchname] (@LCD ROW1) indicates, that the Patch is NOT loaded yet.
- The Fx Data will be stored
- Patchname Cursor Pos. +1 = [CRSR →] or [+] or [>]
- Patchname Cursor Pos. -1 = [CRSR ←|(+SHIFT)] or [-] or [<]
- [INS DEL] or [CLR HOME] delete the patchname after patchname editing (this do not delete the patch data!).

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