

bankstick code from bankstick.c

```
////////////////////////////////////  
/  
// These functions load/save a pattern from bankstick  
// using 2 page reads/writes  
////////////////////////////////////  
/  
void BS_SavePat (unsigned char pat_nr){  
    unsigned char error = 0;  
    unsigned int writeaddr;  
  
    //each pattern contains 128 bytes  
    //so address = pat_nr*128  
    writeaddr = ((unsigned int)pat_nr) << 7;  
  
    //write all values to bankstick  
    error = MIOS_BANKSTICK_WritePage(writeaddr, buffer);  
  
    error |= MIOS_BANKSTICK_WritePage(writeaddr + 64, buffer+64);  
  
    //need to do some error handling  
}  
void BS_LoadPat (unsigned char pat_nr){  
    unsigned char error = 0;  
    unsigned int readaddr;  
  
    //each pattern contains 128 bytes  
    //so address = pat_nr*128  
    readaddr = ((unsigned int)pat_nr) << 7;  
  
    //write all values to bankstick  
    MIOS_BANKSTICK_ReadPage(readaddr, buffer);  
  
    MIOS_BANKSTICK_ReadPage(readaddr+64, buffer+64);  
  
    //need to do some error handling  
}
```

back to [DSEQ32](#)

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