BANKSTICK: 0x0000: PATTERN 0 0x0080: PATTERN 1 . . . . 0x0780: PATTERN 15

PATTERN size = 128 bytes

relative location: 0x0000: TRACK 0 TRIG 0x0004: TRACK 1 TRIG . . . . 0x001F: TRACK 7 TRIG

0x0020: TRACK 0 ACC 0x0024: TRACK 1 ACC . . . . 0x003F: TRACK 7 ACC

0x0040: TRACK 0 ROLL 0x0044: TRACK 1 ROLL . . . . 0x005F: TRACK 7 ROLL

0x0060: Track Note Nr 0x0068: Track Div(3bits)/Length(5bits) 0x0070: 8 bytes Free (for track data) 0x0078: BPM 0x0079: normal velocity 0x007A: accent velocity 0x007B: 5 bytes Free (for pattern data)

TRK: size = 12 bytes (= NR_STEPS*3/8)

relative location: 0x0000: Step On/Off 0x0004: Accent On/Off 0x000C: Roll On/Off

TRK Note Nr size = 8 bytes (= NR_TRK)

TRK Div/Length size = 8 bytes (= NR_TRK)

————————————————*/

/*————————————————

```
simple drumseq data structure v1
```

BANKSTICK: 0x0000: PATTERN 0 0x0080: PATTERN 1 . . . . 0x0780: PATTERN 15

PATTERN size = 128 bytes

relative location: 0x0000: TRACK 0 0x000C: TRACK 1 . . . . 0x0054: TRACK 7 0x0060: Track Note Nr 0x0068: Track Div(3bits)/Length(5bits) 0x0070: 8 bytes Free (for track data) 0x0078: BPM 0x0079: normal velocity 0x007A: accent velocity 0x007B: 5 bytes Free (for pattern data)

TRK: size = 12 bytes (= NR_STEPS*3/8)

relative location: 0x0000: Step On/Off 0x0004: Accent On/Off 0x000C: Roll On/Off

TRK Note Nr size = 8 bytes (= NR_TRK)

TRK Div/Length size = 8 bytes (= NR_TRK)

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