# MIDIBox AY 3 8912 - PATCH MENU

Access the **PATCH MENU** via **F1**

### The Patch Menu:

| LCD ROW | Func. | Data | Memo |
|---|---|---|---|
| 1 | NAME: | PATCHNAME | Edit the Patchname here |
| 2 | NR : | 0 to 127 | Select the Patch 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) |

### Annotation - 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 = Bankstick1 by default
- A " **!** " before the [Patchname] (@LCD ROW1) indicates, that the Patch is NOT loaded yet.
- The Fx Data will be stored (via current Patch)
- 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!).
- Format Bankstick - Please note: Patch 1 to 127 will written with the current Patch Data. For instance: the User modify 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).

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