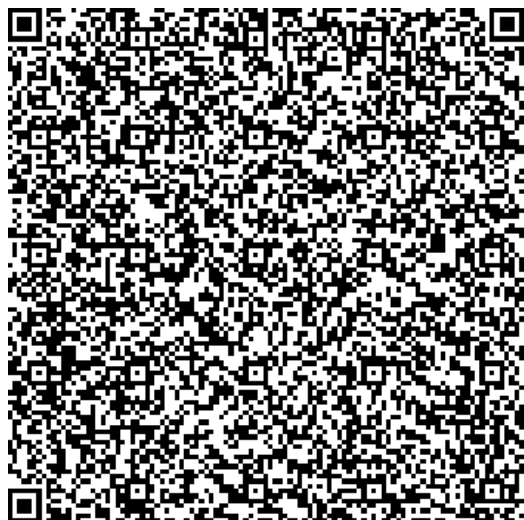


Paper Memory
// by Matthieu Metzger

AlbanViolon.h

Choisir un fichier Aucun fichier choisi

print the result (or export to pdf)



```
// Touch
#define MAXPIN          18
#define PINS            D2,D3,D4,D5,D6,D7,D8,D9,D10,D11,D12,A5,A3,A2,A1,A0,A4,D0
#define TOUCH_INIT      4,9

#define TOUCH_RULE_I     12:16
#define TOUCH_RULE_I_THR 90

#define TOUCH_RULE_II    0:11
#define TOUCH_RULE_II_THR 90

// Instrument type
#define Bidule_Include "_Strings.h"
#define nbStrings        4
#define nbNotes          12
#define stringNotes      55,62,69,76
// #define SPARE_MEMORY
#define LATENCY_
#define BEHAVIOUR        2
#define DRUM_KEY_OFFSET  4
#define DRUM_SOUND_OFFSET 4

// Synth
#define audioPinA        MOSI
#define audioPinB        MISO
#define volumePin        D13
#define BULB

// Midi
#define Hardware_Midi     D1

// Control
#define numOptionsTouch   10
#define numAfterBank      5
#define optionPins        12,13,14,15,11,0,1,2,3,4
#define nbCONTROLLERS    12

#define SWITCHII         SCK

#define OPTIONI          16

#define MENU              17
#define MENU_TRANSPOSE
#define SILENT_MENU_TOUCH
// #define BIDULED        volumePin
```