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

}
```

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