



Drum Machine Hacks and Mods

03

Interface Button Codes

Interface Button Codes

This is a list of all button codes used by the interface. This can be used to customize things out.

The Variable that holds the last pressed button code: multiButton

Code	Description
0	Stop
1	Play
6	Rec
2	Left
3	Down
4	Up
5	Right
9	Left+Right
21	External Button J1
22	External Button J2
23	External Button J3
24	External Button J4
25	External Button J5
26	External Button J6
27	External Button J7
28	External Button J8

Shift key is set in the following variable: shiftClick

The external buttons J1 to J8 are next to the LEFT button. You don't need any extra hardware to use those jumpers, just connect a regular button/switch to those jumpers.

The multiButton variable is check in the Interface areas of each mode: W_I_Patt, W_I_Sng, W_I_File and in the function Extra8ButtonsInterface() at the W_Hacks Tab.

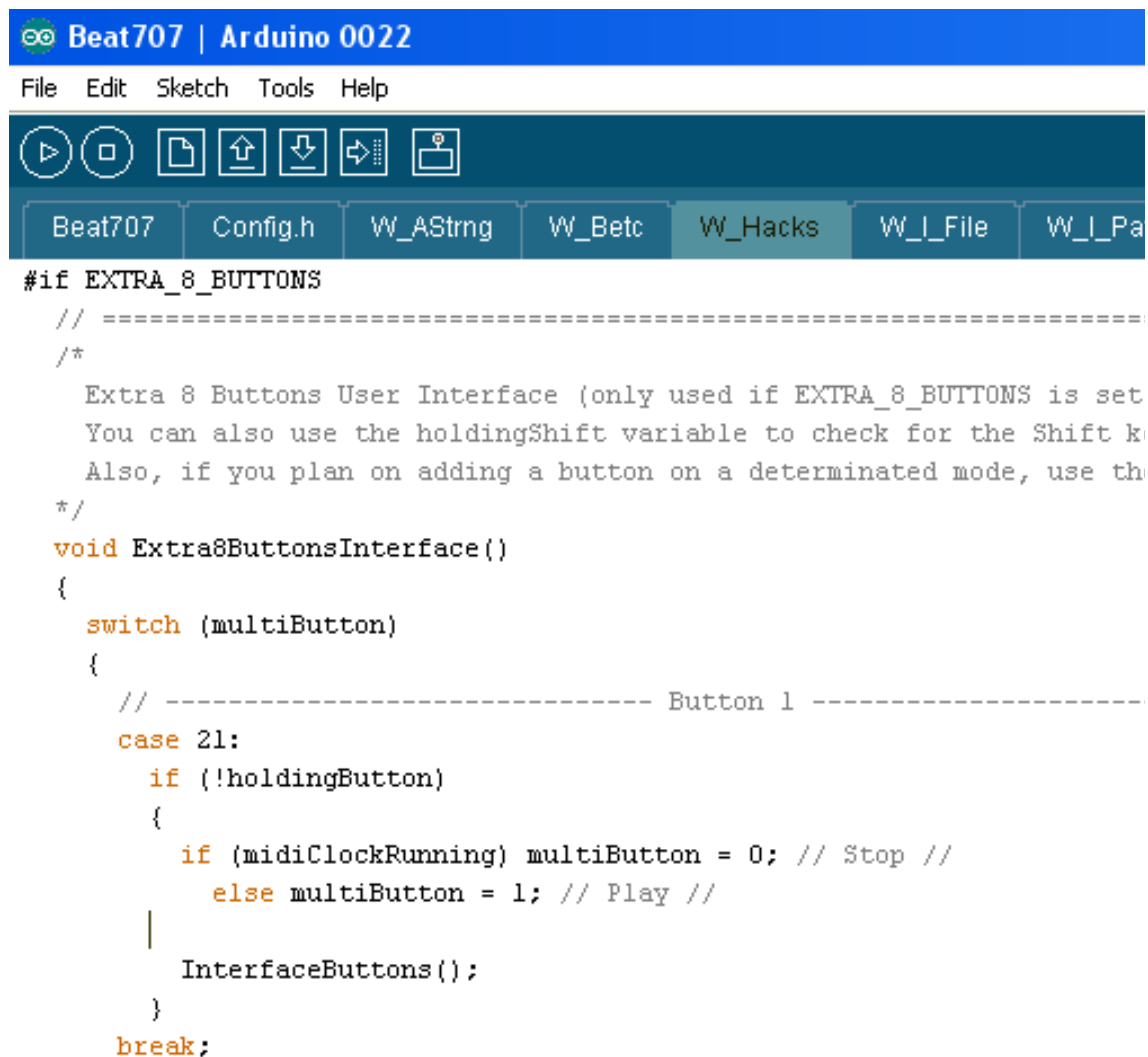
The variable holdingButton holds the state of the current button press. So you can check if you want to repeat the last action or not, during holdingButton state.

Using an External Button

Lets say we want to add a sustain-pedal to the board, and have it stop/play the sequencer. This would be a very simple process or attaching the pedal 2 wires to Jumper 1 on the board. (J1) Just look for the J1 to J8 jumpers next to the LEFT interface button, that's where you will find the External Buttons Header.

You also need to define EXTRA_8_BUTTONS as 1 in the Config.h Tab, so it activates a special code to check for the External Buttons.

Now, in the code area, open the W_Hacks Tab and scroll down for the Extra8ButtonsInterface() function. Just after case 21: you can add the custom code. In this case, we want it to play or stop, depending on the sequencer state. Here's an example:



```
Beat707 | Arduino 0022
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[Icons]

Beat707 Config.h W_AStrng W_Betc W_Hacks W_I_File W_I_Pa

#ifdef EXTRA_8_BUTTONS
// =====
/*
  Extra 8 Buttons User Interface (only used if EXTRA_8_BUTTONS is set
  You can also use the holdingShift variable to check for the Shift key
  Also, if you plan on adding a button on a determined mode, use the
*/
void Extra8ButtonsInterface()
{
  switch (multiButton)
  {
    // ----- Button 1 -----
    case 21:
      if (!holdingButton)
      {
        if (midiClockRunning) multiButton = 0; // Stop //
        else multiButton = 1; // Play //
      }
      InterfaceButtons();
    }
    break;
  }
```