

```
void COM_storeEEPROM(uint8_t *COM_ui8ReceiveBuffer)
{
    static uint8_t ui8count=1;
    static uint8_t ui32address=0;
    while(0x0D != *(COM_ui8ReceiveBuffer+ui8count)
    {
        eeprom_write_byte(ui32address+ui8offset, *
        ui32address++;
        ui8count++;
    }
    ui8count=0;
    ui32address=0;
}
```