How to add bankstick UP/DOWN buttons to mbSID v2

This is another draft. Actually it's just the source code that you'll need to add :D Make sure you've read the other tutorials that cover all the stuff needed to understand this one. This is not really a great way of achieving what we want, but it's good enough for now…

- In app_defines.h you'll need to find some space (1 byte) for a variable we'll name "BANK_STICK_NO". This variable will hold the selected bankstick.

- In cs_menu_buttons.inc:

```
CS_MENU_BUTTON_BankUp
    ;; do nothing if button has been depressed
    btfsc    MIOS_PARAMETER2, 0
    return
    incf        BANK_STICK_NO, W        ; increment bank, load result into w
    goto    CS_MENU_BUTTON_AssignBank

CS_MENU_BUTTON_BankDown
    ;; do nothing if button has been depressed
    btfsc    MIOS_PARAMETER2, 0
    return
    decf        BANK_STICK_NO, W        ; decrement bank, load result into w
    ;; goto    CS_MENU_BUTTON_AssignBank
CS_MENU_BUTTON_AssignBank
    andlw    0x07                ; this keeps result from getting bigger than 7
    movwf    BANK_STICK_NO
    movwf    CS_MENU_SID_M_BANK
    movff    CS_MENU_SID_M_BANK, SID_BANK
    ;; mask out 'sent' flag
    bcf        SID_PATCH, 7
    call    CS_MENU_EXEC_GoToMain
    return
```