

# 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
```

From:

<http://wiki.midibox.org/> - **MIDIbox**

Permanent link:

[http://wiki.midibox.org/doku.php?id=adding\\_buttons\\_for\\_bankstick\\_switching](http://wiki.midibox.org/doku.php?id=adding_buttons_for_bankstick_switching)

Last update: **2008/03/23 21:56**

