

It's actually quite easy! As you can see in the example below, just enclose the ASM part with `__asm` and `__endasm;`

You might have to declare some additional variables, but the concept is quite straightforward.

```
unsigned char Scale_7bit(unsigned char evnt2, unsigned char min, unsigned char max) {  
    // scaled value is (<8-bit random> * ) >> 8  
    PRODL = evnt2 << 1; // 8bit value  
    PRODH = max-min+1; // range  
    __asm  
        movf _PRODL, W  
        mulwf _PRODH, 0  
    __endasm;  
  
    return min + PRODH;  
}
```

Also, as well as the above example of 'inline ASM', it is possible to include ASM code in .inc include files, and call that ASM code from within your C application. Please see the forum thread [using assembler in C - question about _ in front of macro names](#) for more info.

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Last update: **2008/09/29 12:27**

