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.