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;
}
```

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