hex), and you may reserve up to 256 bytes (KK=FF) at any place in the source listing. On assembly these bytes will be equal to 00's before running.

The main purpose of the RMKK pseudo instruction is to allow the use of instructions such as the FX33 which requires three bytes of memory for converting the value of VX to a three digit decimal number. "I" must first be set to the address of these "work" bytes before using the FX33. As we are no longer concerned with addresses, the following sample source listing demonstrates how this may be accomplished using labels and arguments instead.

```
BEGIN:60FF;V0=FF
      AXXX DECIM
      F033;=3DD
END  :1XXX END
DECIM:RM03
```

In the above example three bytes will be reserved by the RM03 instruction located at DECIM for the use of the F033 instruction. The label DECIM has its counterpart in the argument DECIM. The assembler will insert the proper address of the three bytes at DECIM:RM03 into the AXXX instruction. The RM03 does not become a part of the program -- only the number of bytes specified are assured to be empty at that position.