you want.

However, if the subroutine depends on its location in memory in order to run -- it contains branching instructions for instance -- you will have to use another method to get it into your object program. This is less difficult than it sounds.

The most convenient way to insert machine language subroutines is to write them into an area of memory where you know your program is not going to interfere. Once you know the address, you may call the subs by writing in that address in the normal way when you write the source listing. In other words if the subroutine is at 0600, the instruction 0600 in the source listing will call the subroutine. Do not put an argument after the call, though you may of course insert a comment there preceded by a semicolon.

If you wish, however, to have the subroutine begin at the very end of your program, and don't yet know where that is, you may assemble the program before writing the subroutine. Reserve two bytes for the call wherever you want, using the pseudo instruction RMO2, labeling the position so you can find it in the symbol table. The link table tells you where to start the subroutine which may now be entered in the usual manner using the ROM system monitor or another editor.