MacX 1.1.7: How to Bypass Standard Colormap Initialization

Article Created: 28 January 1992
Article Last Reviewed:
Article Last Updated:

TOPIC ---

How can I modify the MacX 1.1.7 application with ResEdit to bypass the
standard colormap initialization?

DISCUSSION --

Follow these steps:

1) Back up the golden master of MacX 1.1.7 before doing the change.

2) Open MacX 1.1.7 golden master with ResEdit and open CODE #4 resource.

3) Change the 0x4E56 at 0x2952 offset to be 0x4E75 (RTS instruction). This
   removes the standard colormap initialization.
Copyright 1992, Apple Computer, Inc.

Keywords: <None>

===

This information is from the Apple Technical Information Library.

19960215 11:05:19.00

Tech Info Library Article Number: 9682