



# Tech Info Library

## MacX 1.1.7: How to Bypass Standard Colormap Initialization

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Security: Everyone

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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.

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