

## PATCHING WITH FEDIT

Date: June 30, 1986

Special thanks are given to MacBlade; whoever and wherever he is.

### Background:

I am the proud owner of a hard disk - the model is not important, but my ability to use software on it is, which is how I came to create this list. Originally, I came across a list which contained many of the entries given here, though not in the same consistent format, nor in alphabetical order. These entries were for the specific changes to be made to copies of program disks so that they could be backed up by "sector" copying (usually associated with Finder copying), instead of requiring the purchase of Copy II Mac, Hard Disk Util, or other backup programs. I kept this list on one of my disks as a useful bit of information that other could use - oh, yes, I did use the patch in order to make backup copies of Microsoft's Word (I was one of the idiots who thought it would be bug-free). In general, though, this list had not been of use to me. That is, until I bought my hard disk.

As all owners of hard disk's know, NO ONE LIKES TO WAIT FOR THE TIME IT TAKES A FLOPPY DISK PROGRAM TO LOAD. Because of this, I started modifying the original list of patches, and added all the patches which I came across on various BBS's in the public domain. Don't ask me for Pirate Bulletin Board's - even if I did know where they were, I wouldn't give the numbers to you, and I have removed myself from boards that I believed were illegally distributing software. I want to assure all of you that I am against the pirating of software; I'm going to law school this fall with the (at present) express intent of pursuing a career in computer and telecommunications law (I WILL plug the school - Franklin Pierce Law Center, in Concord, NH. Great for Patent, Trademark, & Copyright law). I have worked for the past four years for three different software firms as a Technical Supervisor in charge of converting programs to alternate formats. I have BETA tested other companies software and had others BETA test my company's software. I know the software business. There is no excuse for piracy. period.

With that in mind (and done with), I offer the following list of patches for various programs. While the list is quite comprehensive, I have almost \*none\* of the programs listed, i.e. I CANNOT VERIFY THAT ANY OF THE PATCHES WORK! I have heard from others that some of the patches work. In any case, if you know of a patch \*not\* on this list, please send me e-mail or post a message to me here on Compuserve (72245,1350), or else at a BBS where I help as a Co-Sysop (M-BBS, 914/967-8162, \$15/yr dues to Sysop Joe Pavone - hey, it's work being a sysop!). Not all of the programs will work on a hard disk, either. In this case, the program's patch is simply for backup purposes.

Also, please let me know if any of the patches do NOT work at all.

In order to use these patches, you will need to have a disk editing program such as MacZap Tools, MacTools, or \*preferably\* FEDIT. I say preferably, 'cause I know tons of slimeballs who use John Mitchell's piece de resistance and have not sent in their shareware monies. SHAME, SHAME, SHAME on you! I sent in my money four months ago, and while I still haven't received my disk from John, I expect it shortly. I'd rather have him wasting his time in improving the program than

copying disks to send to me (though he might have it differently). At \$40 licensing fee, I think you should all send your money to him; 'nuff said. LET'S BEGIN -

Sincerely, Stuart Fischbach (72245,1350)

Follow the procedures listed on a \*copy\* of your program disk, not the original. OTHERWISE, you risk the consequences.

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#### Hard Disk \*EJECTION\* Fix

It has come to our attention that many games are obnoxious when run (in patched form) on a hard disk. These games cause a warm reboot and bring down the hard disk.

The solution is to use a disk-editor to scan the games for the Trap A017 (\_Eject) and replace it with ADF4 (\_ReturnToFinder).

For example....

Game	Block	Byte	Was	Change to
MacAttack	00C	00BE	A017	ADF4
Frogger	00C	005C	A017	ADF4
Frogger	00D	01B4	A017	ADF4
Transylvania	025	0423	A017	ADF4

The list is endless..... Have Fun and make the world safe for Hard Disks !

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#### ABCBase

Search for: A9F4 42A7

Change to : 4E71

Search for: A9F4 4246

Change to : 4E71

#### Animation Toolkit1

Search for: 6608 45FA 0020 3012 9041

Change to : 600A " " " " " " " " " " " " " " " "

#### Aztec C version 1.00c

In Block 71 (decimal): Change byte \$1A9 from: 01 to: 00

#### Aztec C 1.0

In Block 214 (decimal): Change byte \$214 from: 01 to: 00

## CHAMPIONSHIP BOXING

Search for: 66 0A 3D 7C 27 08 FF

Change to : 60 00 00 0A 27 08 FF

## Chart

Search for: DD60 DD00 1260 81

Change to : DD60 DD00 124E 71

## Checkminder

Search for: 3B5F F6C8 4A6D F6C8 6707

Change to: 0000 0000 0000 0000 6007

Search for: 101F 0A00 0001 670A

Change to: 0000 0000 0000 600A

## Cutthroats

Search for: 6FDA 1006 6706 3B7C

Change to : 6004 0000 0000 0000

## \*Alternate for Cutthroats/Hitchhiker's

Block 44, byte \$15D. Change from 67 to 60.

## Deja Vu

Disk two is copyable with Copy II Mac (4.5 version, sector copy). Disk one needs to be copied in two parts because there is a laser hole burned into track 59! Imagine the nerve of those slobbs! Copy tracks 0 to 58 using sector copy with format. Next copy tracks 60 to 79 using sector copy without format. Now bring up FEDIT and make the following patches -

Search for: 56C0 671E 7200

Change to : 51C0 601E 0000

Search for: 56C0 6722 223C

Change to : 51C0 6022 0000

Search for: 6708 41F8 00EC

Change to : 6008 0000 0000

Search for: 6748 486E FDEA

Change to : 6048 0000 0000

Search for: 56C0 6720 322D

Change to : 51C0 6020 0000

Search for: 57C0 670C 41FA

Change to : 50C0 600C 0000

Search for: 57C0 6716 41FA

Change to : 50C0 6016 0000

Patching with Fedit  
Desk Toppers

Search for: OC40 FFAF  
Change to : 0C40 0000

Dollars & Sense (dunno which version)

BLOCK #	BYTE	WAS	CHANGE TO
-----			
425	146	6704	4E71
	FC	6700	6600
468	1E0	487A	6606

alternate: Block 184, byte \$17C. Change from 56C0 to 4E71

Electric Checkbook

Search for: 3E1F 206E FCF0  
Change to : 4E71 "" "" "" ""

Excel

Search for: 37CF 0267 DD79  
Change to : 00.. ....

alternate fix:  
Search for: 608E BEDD  
Change to : B103 6ADD

Fact Finder 1.0

Search for: 670A 206E FEF6 2D50  
Change to : 60"" "" "" "" "" ""

Factfinder

Search: 66 04 A0 02 60 02 A0 03 3D 40 00 12.  
Change: 4E 71 4E 71.  
(Ya, I know. Don't ask me if this is the same or different than above!)

FARENHEIT 451

Search for: 0C42 005A 6F00 0014  
Change to : "" "" "" "" 4E71 4E71

Feathers & Space

Search for: 6706 38BC FFC2 600C  
Change to : 60"" "" "" "" "" (6 TIMES)

File

Search for: 1260 82BE DD  
Change to : 124E 71BE DD

Patching with Fedit

FileMaker

Search for: 6702 2854 200C 57C0  
Change to : 60"" "" "" "" "" "" "" ""

Filevision

On block CE of the file Filevision, at byte \$1B0, change 66 04 to 4E 71.

\*Alternate\* Filevision Crack

Search for: 6700 FEC6 200B (SHOULD BE ON BLOCK 227, BYTE 118)  
Change to : 4E71 4E71 "" "" "" ""

Forecast

(same as MacMatch)

Frogger

They named the Frogger program "Finder" and made it invisible, locked, and Bozo bit set, so just use setfile and undo all three and copy it to your disk, and then set the original back to the way it was. Now you have Frogger as a single file!!! One note of interest: After each game it executes the file named "finder" Since that was what it was called. So if you don't want to have to relick on it everytime you want to play, then make sure the Frogger program is named finder.....

FunPak

Search for: 4A5F 670B 48  
Change to : .... 6608 .. (each occurrence)

Gato

Search for: 6700 0006 4EAD 04  
Change to : 60"" "" "" "" "" "" "" ""

Grid Wars

Search for: C934 C1B6 9592 F588 5DF2 D666 0D2A A200  
Change to : C834 .... .. (each occurrence)

Search for: 5CBE 4BDE 27DC 8052 D7DC B346 9FF4 18BE  
Change to : 5DBE .... .. (each occurrence)

Griffin Terminal

Search for: 6712 4267 3F3C  
Change to : 60

## Patching with Fedit

## HABA-COMM

Search for: 3B5F F3D2 4A6D F3D2 662C

Change to : 0000 0000 0000 0000 602C

Search for: 101F 0A00 0001 670A

Change to : 0000 0000 0000 600A

or,

Search for: 672C 2E3C 0000

Change to : 60

Search for: 670A 2F0E 4EBA

Change to : 60

## HabaCheckMinder

Search for: 670A 2F0E 4EBA

Change to : 60

Search for: 670A 2F0E 4EBA

Change to : 60

## HABADEX 1.1

Search for: 0167 0A2F 0E

Change to : 0160 0A2F 0E

## Harrier Strike Mission

Search for: 03FA 87EC EFD4 BB42 870C 10AC 476C DC5A

Change to : 02FA .... ..

Search for: 9A84 1198 6996 BA8C 1116 7900 C18E 52F0

Change to : 9B84 .... ..

## HIPPO^C LEVEL 1

Search for: 6110 4CDF 7FFE 3E80 4ED0 CCAF

Change to : 4E71 0000 0000 0000 0000

## Hitchhiker's Guide to the Galaxy

Search for: 6FDA 1006 6706 3B7C

Change to : 6004 0000 0000 0000

## HOME ACCOUNTANT

Search for: 46DF 3280 4A40 6B00 000A

Change to : 4E71 4E71 4E71

Search for: 4A6E FFFE 6D08 1D7C 0001 000C

Change to : 4E71 4E71 4E71

Search for: 0240 0001 6700 FF74 3F3C 0FD2

Change to : 303C

```
Search for: 6702 604C 4EAD 0112
Change to : 60"" "" "" "" "" "" "" ""
Search for: 670C 487A 00CC 4EAD
Change to : 60"" "" "" "" "" "" "" ""
```

```
Search for: 6058 4EBA 00EA
Change to : 4E71 .....
Search for: 7E01 602E 4FBC
Change to : 7E1C .....

```

```
OPEN UP 'PLAYFIELD1'
Search for: 67FA 4EAD
Change to : 4E71 """"""
(*you need their system, because it has ten fonts for the game)
```

block 393, byte \$155. Change from 67 to 60  
block 450, byte \$137. Change from 67 to 60

Search for: 4EEA 0010 31FC 00  
Change to : 6000 E8F4  
Then move the 5 major files to another disk.

```
Search for: 6726 2F0E 4EBA FF90
Replace with: 60 ^^ ^^ ^^ ^^
Search for: 4EAD 00E2 395F FFFE
Replace with: 4E71 4E71 ^^ ^^
```

Search for: 6726 2F0E 4EBA FEC4  
Replace with: 60^^ ^^^^ ^^^^ ^^^^

Search for: 4EAD 00EA 395F FFFE  
Replace with: 4E71 4E71 ^^^^ ^^^^

Search for: 6700 000A 43FA  
Change to : 6000 000A 43FA

Search for: 6602 604C  
Change to : 4E71 604C

## MacGammon/Cribbage

Block 202, byte \$1AB. Change from FA75 to FB74  
Block 362, byte \$6B. Change from 6851 to 6950

## MacJack/Poker II

Search for: 2007 4FBC 00FF  
Change to : 6016 "" "" "" "" "" "" "" ""

## MacLabeller

Search for: 0002 2E4E 4D00  
Change to : 40"" "" "" "" "" "" "" ""

## MacMatch

Search for: 6616 4267 6016  
Change to : 67"" "" "" "" "" "" "" ""

## MacPascal (version 1.0)

Blocks 521, 553, 587, 588: Search for 4E56, Change to: 4E75  
Blocks 521, 588: Change B26E 0008 67xx xx to B26E 0008 674E 71.

## MacPoker

Search for: 6722 4247 6010 4FBC  
Change to : 60"" "" "" "" "" "" "" ""

## MacType

block 25, byte \$FF. Change from 67 to 66.

## Master Type

Change block \$0074, byte \$01A5 from \$40 to \$50, on the MasterType file.

(Alternate) Change block 339, byte \$149 & \$1B0, from 3F00 to 6098.

## MOUSE STAMPEDE

Search for: 3F3C 0006 4EBA 03EC 6000 0096  
Change to : 4E71 (all of them)

## Multiplan version 1.02

There is an invisible file named Neil Konzen. After that is made visible, unlocked, and deprotected, it can be transferred by a normal copy (Finder, or disk copy). The Neil Konzen file must be protected again so that your copy does not need the original master. Chart, File, and Word operate similarly (the invisible file name is different, however.)

## Patching with Fedit

alternate fix:

Search for: 1260 8007 BE

Change to : 124E 7107 BE

## OverVue

Search for: 1842 8112 3C00 314E

Change to : 0242 " " " " " " " "

## PageMaker

In sector \$DF, byte \$B6, change 670E to 6028.

## PageMaker 1.0

Search for: 4E56 FFFE 422E 0008 486E

Change to : 205F 301F 1F3C 0001 4ED0

## Pensate

Search for: 1B7C 0001 DD00

Change to : 4E71 4E71 4E71

## PFS

Search string: 6704600003B23B7C (\*TWICE\*)

Change the first byte (the 67) to a 60 (a BRA).

## PFS version A.03

Search for: 6608 45FA 0028 3012

Change to : 4E71 " " " " " " " "

Search for: 6604 4267 6008 3F3C

Change to : 4E71 " " " " " " " "

## PFS File/Report

Search for: 6000 03B2

Change to : 4E71 4E71

## Real Poker

Search for: 43FA FE80 32BC FFDC

Change to : 4E71 4E71 4E71 4E71

Make the files SALOON and POKER DATA visible.

There is a Poker Font in the fonts file you must have in your system file.

## Rogue

Search for: 3BEA 7702 C370 54EC 8BA8 208E F5E8 139C

Change to : 3AEB " " " " " " " "

## Sargon III

Search for: 6608 45FA 0002 3012 9041 6608  
Change to : 4E71 "" "" "" "" 4E71

## SkyFox

Search for: 2F10 4217 205F 4E90  
Change to : 203C 99C4 5501 4E71 (\*twice\*)

## Smooth Talker

Search for: 6608 45FA 0038 3012  
Change to : 4E71 "" "" "" ""  
Search for: 6614 4267 3B7C  
Change to : 4E71 "" "" ""

## Hayden Speller

Search for: 225F 508F 4ED1 4E56 FFC0 . . .  
Change to : "" "" "" 4E71 4EF9 0000 E888

(alternate) Search for 4E56 FFC0 41EE. Change to 4E71 6000 0AA8.

## THE QUEST

Search for: 611C 4CDF 7FFE (block 584, byte \$18E)  
Change to : 4E71 "" "" ""

## ThinkTank 128

Search for: 6608 3D6E FDAC 000C 6004  
Change to : 4E71  
Search for: 674E 486D E184  
Change to : 60

## THINK TANK (dunno which)

Search for: 6608 3D6E FDAC 000C 6004 3D47 000C  
Change to : 4E71  
Search for: 670C 487A 01A6 4EBA DBA4 6000 0188  
Change to : 60 "" "" "" "" "" "" "" "" "" "" "" "" "" "" "" ""

## ThinkTank 1.1

Search for: 6718 2F0E 4EBA FDDE  
Change to : 60 ^^ ^^ ^^ ^^

## ThinkTank 512

Copy II Mac sector copy the original.

Search for: A002 6002 A402

Change to : 4E71 "" "" "" "" ""

Search for: 674E 486D E184

Change to : 60"" "" "" "" ""

## Transylvania

Make all files visble using Set File or some such program. Copy all files except track2.text and track3.text onto another disk.

Transylvania has the annoying habit of ejecting the disk and rebooting when you quit the program. You can cure this by doing the following: Use FEdit to look at Block#25 and change bytes 423 and 424 from A0 17 to ADF4. That does it (A017 is the OS Trap 'Eject' and ADF4 is the OS Trap 'ExitToShell'). This will force the program to return to the Finder instead of ejecting and rebooting.

## Triple Play 1.0

Search for: 6720 487A 00C0

Change to : 66"" "" "" "" ""

## Trivia Arcade

Search for: 6604 302E

Change to : 67"" "" "" "" ""

Search for: 6756 3F3C

Change to : 66"" "" "" "" ""

## Trivia Fever

Search for: 0C40 01A6

Change to : 4E75 "" "" "" "" ""

## TYPING INTRIGUE

Search for: 6702 2854 200C 57C0

Change to : 60"" "" "" "" "" "" "" ""

or,

Search for: 672A 4267 486E

Change to : 4E71 4E71

## Ultima ][ Crack

Search for: 6608 44FA 003C

Change to : 4E71 "" "" "" "" ""

Search for: 6616 4267 6016

Change to : 4E71 "" "" "" "" ""

## Ultima III

Search for: 0A00 0001 1B40 FB19  
Change to : 4E71 7000 1B40 FB19

**\*\***There are two ways to patch it. If the previous message doesn't work, try this:

Search for: 4EAD 01E2 101F 0A00 0001  
Change to : """" """" """" """" ""00

## VideoWorks 1.0

Search for: A007 3D40  
Change to : 4E71 ^^^^

This patch NOPs a call to Get\_Vol\_Info and may have some side effects. So far none have surfaced, if I hear of any I'll keep everyone informed.

## Winter Games

Search for: 0BFA 8712 F340 449C 9B98 109E 05F8 238C  
Change to : 0AFA

## Xyphus

Search for each string seperately and change the 67's to 60's.

Search for: 4EBA 5F6C 101F 6708  
Change to : """" """" """" 60""  
Search for: 4EBA 5E6A 101F 6708  
Change to : """" """" """" 60""  
Search for: 4EAD 007A 101F 6708  
Change to : """" """" """" 60""  
Search for: 4EAD 007A 101F 6708  
Change to : """" """" """" 60""