DISPLAYING LOCKED MACRO SETS IN THE UM/ULTRA COMPILERS
==========

Here are the locations in the TO.**Compiler code to check for locked sets, and what to do to bypass the checking code.

But first, here is some random MouseText for ImageWriter Printers:

Now, let's get back to the subject.

AW3.0/Ultra 3.1
==========

NOTE: Single Lock Byte at $EC00, not $EF10/$EF6F.
If high bit of charcter is SET ($80-FF), macro is LOCKED. Note that this is opposite the behavior for the Ultra 4+ compiler.

Change $47C2(memory)/$2DC(disk) from $10/BPL to $80/BRA..
This will force a branch around the lockout routine and will display the locked macro set.

NOTE: Some (UM 2?) Macro sets appear to use Single Lock Byte at $EB00, not $EC00. So, MAY also need to change $8C99(memory)/$1F99(disk) from $10/BPL to $80/BRA. Compiler 3.1 appears to have code for both types, although it appears the $EC00 check for high bit is sufficient.

For Ultra 4.0 - Ultra 4.4, each Macro set when loaded has a PAIR of lock bytes at:

$EF10
$EF6F

By placing a $00 in $EF10 and saving the macro set, an unmodified compiler will not be able to de-compile and display it.

AW3.0/UM4.0
==========

To bypass lock checking code:

Change $291A(memory)/$081A(disk) from $0D to $08

Change $2922(memory)/$0822(disk) from $05 to $00

AW5.1/UM4.4
==========

To bypass lock checking code:

Change $2928(memory)/$0828(disk) from $0D to $08

Change $2930(memory)/$0830(disk) from $05 to $00

To locate in other versions, just do a memory search for $EF10 and look for similar check code with it and $EF6F. There is also some in the Ultra Debugger, BTW.