

HP20001.TXT

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=      HP 2000 PART 1 (COMMANDS)      =
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=      CAPTURED BY                    =
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=      BLITZIOD ?? & GALACTUS **      =
=
=      of                             =
=
=      THE ELITE HACKERS GUILD        =
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COMMANDS

1. APPEND	2. BYE	3. CATALOG	4. CSAVE	5. DELETE
6. DEVICE	7. ECHO	8. EXECUTE	9. FILE	10. GET
11. GROUP	12. HELLO	13. KEY	14. LENGTH	15. LIBRARY
16. LIST	17. LOAD	18. LOCK	19. MESSAGE	20. MWA
21. NAME	22. PAUSE	23. PRIVATE	24. PROTECT	25. PUNCH
26. PURGE	27. RENUMBER	28. RUN	29. SAVE	30. SCRATCH
31. SWA	32. TAPE	33. TIME	34. UNRESTRICT	

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?1

APPEND

GEN. FORM: APPEND-PROGRAM REFERENCE

THE APPEND COMMAND RETRIEVES THE NAMED PROGRAM FROM THE  
APPROPRIATE LIBRARY AND APPENDS IT TO THE CURRENT CONTENTS OF YOUR  
WORK SPACE. THE NAME OF YOUR WORK SPACE IS UNCHANGED.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?2

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BYE

GEN. FORM: BYE

THE BYE COMMAND IS USED TO LOG OFF THE SYSTEM. THE SYSTEM WILL RESPOND BY PRINTING THE NUMBER OF MIN. THAT YOU HAVE USED IN THE CURRENT SESSION AND WILL ALSO UPDATE THE TOTAL TIME USED BY IDCODE.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?3

CATALOG, GROUP, & LIBRARY

GEN. FORM: CATALOG-[LIBRARY NAME]  
GROUP-[LIBRARY NAME]  
LIBRARY-[LIBRARY NAME]

THE COMMANDS ARE USED TO OBTAIN ALPHABETICAL LISTING OF PROGRAMS & FILES STORED ON THE SYSTEM.

THE CATALOG COMMAND LISTS THE NAMES OF ALL PROGRAMS AND FILES STORED IN YOUR LIBRARY. THE GROUP COMMAND LISTS THE NAMES OF NON-PRIVATE PROGRAMS AND FILES STORED IN YOUR GROUP LIBRARY. THE LIBRARY COMMAND LISTS THE NAMES OF NON-PRIVATE PROGRAMS AND FILES IN THE SYSTEM LIBRARY.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?4

CREATE

GEN. FORM: CREATE- FILE NAME,FILE LENGTH [,RECORD LENGTH]

THE CREATE COMMAND BUILDS A BASIC FORMATTED FILE ON DISC.

EXAMPLE: CRE-FILEA,4

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?5

### DELETE

GEN. FORM: DELETE-BEGINNING STATEMENT NO.[,ENDING STATEMENT NO.]

THE DELETE COMMAND ERASES ALL STATEMENTS IN YOUR WORK SPACE  
BETWEEN AND INCLUDING THE SPECIFIED STATEMENTS.

EXAMPLE: DEL-27,50  
DEL-27,27

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?6

### DEVICE

GEN. FORM: DEVICE

THE DEVICE COMMAND LISTS THE SPECIFIC DEVICE DESIGNATORS FOR THE  
NON-SHARABLE DEVICES THAT ARE AVAILABLE TO YOUR IDCODE.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?7

### ECHO

GEN. FORM: ECHO-ON, ECHO-OFF

THE ECHO COMMAND CAUSES THE SYSTEM TO ECHO OT NOT TO ECHO CHARACTERS  
RECEIVED FROM YOUR TERMINAL.

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ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?8

### EXECUTE

GEN. FORM: EXECUTE-PROGRAM REFERENCE

THE EXECUTE COMMAND CLEARS YOUR WORK SPACE OF ANY PRVIOUS PROGRAM,  
BRINGS THE SPECIFIED PROGRAM INTO YOUR WOUK SPACE, AND BEGINS  
EXECUTING THE PROGRAM.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?9

### FILE

THIS COMMAND IS THOROUGHLY EXPLAINED IN THE FILE AREA OF  
THIS PROGRAM.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?10

### GET

GEN. FORM: GET-PROGRAM NAME

THE GET COMMAND CLEARS YOUR WORK SPACE OF ANY PREVIOUS PROGRAM  
AND BRINGS THE SPECIFIED PROGRAM INTO YOUR WORK SPACE.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?11

### CATALOG, GROUP, & LIBRARY

GEN. FORM:     CATALOG-[LIBRARY NAME]  
                 GROUP-[LIBRARY NAME]  
                 LIBRARY-[LIBRARY NAME]

THE COMMANDS ARE USED TO OBTAIN ALPHABETICAL LISTING OF PROGRAMS & FILES STORED ON THE SYSTEM.

THE CATALOG COMMAND LISTS THE NAMES OF ALL PROGRAMS AND FILES STORED IN YOUR LIBRARY. THE GROUP COMMAND LISTS THE NAMES OF NON-PRIVATE PROGRAMS AND FILES STORED IN YOUR GROUP LIBRARY. THE LIBRARY COMMAND LISTS THE NAMES OF NON-PRIVATE PROGRAMS AND FILES IN THE SYSTEM LIBRARY.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?12

#### HELLO

GEN. FORM:     HELLO-IDCODE,PASSWORD[,TERMINAL TYPE]

THE HELLO COMMAND IS USED TO LOG ON TO THE SYSTEM. YOUR IDCODE AND PASSWORD ARE ASSIGNED BY THE SYSTEM OPERATOR.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?13

#### KEY

GEN. FORM:     KEY

THE KEY COMMAND TELLS THE SYSTEM THAT THE FOLLOWING INPUT WILL BE FROM YOUR TERMINAL KEYBOARD. IT IS USED ONLY AFTER A TAPE (PAPER TAPE INPUT) OPERATION IS COMPLETE.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0

?4\_14

## LENGTH

GEN. FORM:       LENGTH

THE LENGTH COMMAND PRINTS THE NUMBER OF WORDS IN THE PROGRAM  
CURRENTLY IN YOUR WORK SPACE.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.

TO STOP ENTER A 0

?15

## CATALOG, GROUP, & LIBRARY

GEN. FORM:       CATALOG-[LIBRARY NAME]

GROUP-[LIBRARY NAME]

LIBRARY-[LIBRARY NAME]

THE COMMANDS ARE USED TO OBTAIN ALPHABETICAL LISTING OF  
PROGRAMS & FILES STORED ON THE SYSTEM.

THE CATALOG COMMAND LISTS THE NAMES OF ALL PROGRAMS AND FILES  
STORED IN YOUR LIBRARY. THE GROUP COMMAND LISTS THE NAMES OF NON-  
PRIVATE PROGRAMS AND FILES STORED IN YOUR GROUP LIBRARY. THE LIBRARY  
COMMAND LISTS THE NAMES OF NON-PRIVATE PROGRAMS AND FILES IN THE SYSTEM  
LIBRARY.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.

TO STOP ENTER A 0

?16

## LIST

GEN. FORM:       LIST

LIST-P

LIST-[BEGINNING STATEMENT NO.],[ENDING STATEMENT NO.][,P]

THE LIST COMMAND PRODUCES A LISTING OF STATEMENTS IN YOUR WORK  
SPACE, IN STATEMENT NUMBER ORDER. BEGINNING AND/OR ENDING STATEMENT  
NUMBERS CAN BE SPECIFIED TO OBTAIN A PARTIAL LISTING.

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ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?17

LOAD

GEN. FORM:      LOAD-FILE NAME

THE LOAD COMMAND LOADS THE CONTENTS OF THE ASCII FILE INTO  
THE USER'S WORK SPACE AS A PROGRAM.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?18

LOCK

GEN. FORM:      LOCK-LIBRARY NAME

THE LOCK COMMAND PLACES THE NAMED PROGRAM OR FILE IN THE  
LOCKED STATE.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?19

MESSAGE

GEN. FORM:      MESSAGE-CHARACTER STRING

THE MESSAGE COMMAND SENDS A CHARACTER STRING PRECEDED BY YOUR  
PORT NUMBER TO THE SYSTEM OPERATOR.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?20

MWA

GEN. FORM:      MWA-FILE NAME

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THE MWA (MULTIPLE WRITE ACCESS) COMMAND ALLOWS A FILE TO BE WRITEN ON BY MORE THAN ONE IDCODE NUMBER.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?21

### NAME

GEN. FORM:      NAME [-PROGRAM NAME]  
THE NAME COMMAND ASSIGNS A NAME TO THE PROGRAM CURRENTLY  
IN YOUR WORK SPACE.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?22

### PAUSE

GEN. FORM:      PAUSE-TIME LIMIT

THE PAUSE COMMAND CAUSES AN EXECUTING PROGRAM TO PAUSE FOR  
THE NUMBER OF SECONDS SPECIFIED IN TIME LIMIT. PAUSE ONLY HAS EFFECT  
IF EXECUTED THROUGH THE SYSTEM STATEMENT.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?23

### PRIVATE

GEN. FORM:      PRIVATE-LIBRARY NAME

THE PRIVATE COMMAND PLACES THE NAMED PROGRAM OR FILE IN THE  
THE PRIVATE STATE.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?24



PROTECT

GEN. FORM:        PROTECT-LIBRARY NAME

THE PROTECT COMMAND PLACES THE NAMED PROGRAM OR FILE IN THE PROTECTED STATE.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?25

PUNCH

GEN. FORM:        PUNCH[-P]  
                  PUNCH-[BEGINING STATEMENT #][, ENDING STATEMENT #][-P]

THE PUNCH COMMAND PUNCHES THE CURRENT PROGRAM ONTO PAPER TAPE IF YOUR TERMINAL HAS A PAPER TAPE PUNCH.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?26

PURGE

GEN. FORM:        PURGE-LIBRARY NAME

THE PURGE COMMAND DELETES THE SPECIFIED PROGRAM OR FILE FROM YOUR LIBRARY. IT WILL NOT AFFECT WORK SPACE.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?27

RENUMBER

GEN. FORM:        RENUMBER  
                  REN-STATEMENT #  
                  REN-STMT #, INTERVAL  
                  REN-STMT #, INTERVAL, BEGINNING STMT #  
                  REN-STMT #, INTERVAL, BEGINNING STMT #, ENDING STMT #

THE RENUMBERMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?28

RUN

GEN. FORM:        RUN  
                  RUN-STATEMENT #

THE RUN COMMAND STARTS EXECUTION OF THE CURRENT PROGRAM IN  
YOUR WORK SPACE. A PROGRAM MAY ALSO BE RUN FROM A SPECIFIED LINE #

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?29

SAVE AND CSAVE

GEN. FORM:        SAVE OR CSAVE

THE SAVE AND THE CSAVE COMMANDS BOTH SAVE COPIES OF THE PROGRAM  
CURRENTLY IN YOUR WORK SPACE IN YOUR LIBRARY. THE CSAVE COMMAND  
WILL BEGIN EXECUTION SLIGHTLY FASTER THEN A SAVED PROGRAM. THIS  
IS ESPECIALLY IMPORTANT WITH LARGE PROGRAMS THAT DO A LOT OF CHAINING.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?30

SCRATCH

GEN. FORM:        SCRATCH

THE SCRATCH COMMAND DELETES THE ENTIRE CURRENT PROGRAM  
INCLUDING THE PROGRAM NAME FROM YOUR WORK SPACE.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?31

SWA

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GEN. FORM: SWA-FILENAME

THE SWA (SINGLE WRITE ACCESS) COMMAND REMOVES THE NAMED FILE FROM THE MWA (MULTIPLE WRITE ACCESS) STATE. THE FILE MAY NOW ONLY BE WRITTEN TO BY THE FIRST USER TO ACCESS IT WHILE THAT USER HAS THE FILE OPENED.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?32

TAPE

GEN. FORM: TAPE

THE TAPE COMMAND TELLS THE SYSTEM THAT THE FOLLOWING INPUT (A GROUP OF BASIC STATEMENTS) IS FROM THE TERMINAL'S PAPER TAPE READER.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?33

TIME

GEN. FORM: TIME

THE TIME COMMAND GIVES YOU THE AMOUNT OF TIME YOU HAVE USED OUT OF YOUR ALLOTTED TIME AND THE LENGTH OF TIME YOU HAVE BEEN ON.

ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0  
?34

UNRESTRICT

GEN. FORM: UNRESTRICT-LIBRARY NAME

THE UNRESRICT COMMAND PLACES THE NAMED PROGRAM OR FILE IN THE UNRESTRICTED STATE.

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ENTER THE NUMBER OF THE COMMAND YOU WANT TO KNOW MORE ABOUT.  
TO STOP ENTER A 0

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