

HP20001.TXT

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

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

HP20001.TXT

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]

HP20001.TXT

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 OR NOT TO ECHO CHARACTERS
RECEIVED FROM YOUR TERMINAL.

HP20001.TXT

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

HP20001.TXT

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.

HP20001.TXT

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

HP20001.TXT

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

HP20001.TXT

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-[BEGINNING 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: RENNUMBER

REN-STATEMENT #

REN-STMT #, INTERVAL

REN-STMT #, INTERVAL, BEGINNING STMT #

REN-STMT #, INTERVAL, BEGINNING STMT #, ENDING STMT #

HP20001.TXT

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

HP20001.TXT

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

HP20001.TXT

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

TO STOP ENTER A 0

?

=====

= END OF PHILE =

=====

Downloaded from P-80 Systems.....