

HP2000_T.TXT

```
***** bioc agent 003's tutorial in *****
*
*          =====
*          =hacking the hp2000=
*          =====
*
*****
```

preface

the purpose of this tutorial is to give potential hackers useful information about hewlett-packard's hp2000 systems. the following notation will be used throughout this tutorial:

<cr> - carriage return, return, enter, etc.
^c - a control character (control-c in example)
capital letters - computer output & user input

system information

each hp2000 system can support upto 32 users in a timeshared basic (tsb) environment. the systems usually run a version of hewlett packard's timeshared/basic 2000 (various levels).

logon procedure

once connected to a hp2000, type a numeral followed by a <cr>. the system should then respond with: please log i n. if it does not immediately respond keep on trying this procedure u ntil it does (they tend to be slow to respond).

user id: the user id consists of a letter followed by 3 digits, eg, h241.

password: the passwords are from 1 to 6 printing and/or non-printing (control)

characters. the following characters will not be found in any passwords so don't bother trying them:
line

delete (^x), null (^@), return (^m), linefeed (^j), x-off (^s),
rubout,
comma (^l), space (^), back arrow (<-), & underscore (^_). hp also

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suggests that ^e is not used in passwords (but i have seen it done!).

the logon format is: hello-a123,passwd

where: hello is the login command. it may be abbreviated to
hel. a123 is the
user id & passwd is the password.

the system will respond with either illegal format or illegal access
depending

upon whether you screwed up the syntax or it is an invalid user id or
password.

the messages: please log in, illegal format, & illegal access also help you
identify hp2000 systems.

the system may also respond with all ports are busy now - please try again
later or a similar message. one other possibility is no time left which means
that they have used up their time limit without paying.

unlike other systems where you have a certain amount of tries to login, the
hp2000 system gives you a certain time limit to logon before it dumps you. the
system default is 120 seconds (2 minutes). the sysop can change it to be
anywhere between 1 and 255 seconds, though. in my experience, 120 seconds is
sufficient time for trying between 20-30 logon attempts while hand-hacking &
a
much higher amount when using a hacking program.

users

the various users are identified by their user id (a123) & password. users
are

also identified by their group. each group consists of 100 users. for
example, a000 through a099 is a group, a100 through a199 is another group, &
z900 through z999 is the last possible group. z900 is designated as the group master & he has certain privileges. for example,
a000, a100, ..., h200..., & z900 are all group masters. the user id a000 is
known

as the system master & he has the most privileges (besides the hardwired sysop
terminal). the library associated with user z999 can be used to store a hello
program which is executed each time someone logs on.

so, the best thing to hack on an hp2000 system is the system master (a000)
account. it is also the only user id that must be on the system. he logs on
by

typing: hel-a000,passwd. you just have to hack out his password. if you
decide

to hack z999, you can create or change the hello program to give every user

your

own personal message every time he logs on! this is about all you can do with z999 though since it is otherwise a non-privileged account.

library organization

each user has access to 3 levels of libraries: his own private library, a group library, and the system library. to see what is in these libraries you would type: catalog, group, & library respectively (all commands can be abbreviated to the first 3 letters). the individual user is responsible for his own library and maintaining all the files. if a program is in your catalog, then you can change it.

[group masters]

group masters (gm) are responsible for controlling all programs in the group libraries. only members of the group can use these programs. these are viewed

by typing group. for example, user s500 controls all programs in the group library of all users beginning with id s5xx. other users in the group cannot modify these programs. all programs in the group library are also in the group

masters private library (catalog), therefore he can modify them! the group master also has access to 2 privileged commands. they are: protect & unprotect. with protect, the group master can render a program so it cannot be

listed, saved, csaved, punched to paper tape, or xpunched. for example, if the

gm typed pro-wumpus, other users in the group would be able to run wumpus but they would not be able to list it. the gm can remove these restrictions with the

unprotect command.

[system master]

there is exactly one system master (sm) and his user id is a000. he can protect

& unprotect programs in the system library. all users have access to these files by typing library to view them. only the system master can modify these

files since his private library & group library constitute the system library. the sm a600 has access to other privileged commands such as:

directory: this command will printout all files and programs stored on the sysBem according to users.

dir will print out the entire directory. dir-s500 will s

tart listing the directory with user s500.

example:

```
dir
  boc es ed 1   053/84   1243

  id   name    date    length  disc
  drum
a000  alpha    043/84    00498  001384
      bckgm    053/84    04564  001526
      fprint   053/84    00567  002077
      stock    038/84    04332  002753
      tfile    020/83 f  00028  002804
      wumpus   053/84 p  02636  003142
b451  bljack    316/75    03088  011887
      golf     316/75    02773  011911
s500  gis       050/84 c  03120  019061
      giscl4   050/84 f  03741  022299
z999  hello     021/84    00058  011863
```

in this example, the system name is boc es ed 1. the date of the printout is the 53rd day of 1984 (053/84) and the t ime is 12:43 (24-hr). the files appearing under a000 are those in the s ystem library. the date associated with

the program is the date it was last ref erenced. the length is how long it is in words. disc refers to its storage b lock location on one of the hard drives.

drum refers to its location on the drum storage unit. only sanctified programs

are stored on a drum to increase their access time. the letters after the date

refer to f if it is a file, p means it is protected, and c means the program is

compiled. in the example the system pr ogram, wumpus, was last used on the 53rd

day of 1984 (2-22-84); it is currently unlistable (protected) and it occupies 2636 words of memory starting at disc b lock 3142. the command sdirectory will

print out programs that are only stored on drum. most system directories are usually longer than the0example. the a bove example is an abridged version of a

43 page directory! the <break> key wil l stop the listing if necessary.

report

the report command will show the user i d, how much terminal time they have

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used

since the last billing period (in minutes), and how much disc space they are using.

example:

report

boces ed 1 055/84 1905

id	time	space	id	time	space	id	time	space
a000	01150	12625	b451	00003	05861	b864	00000	00000
s500	00235	06861	s543	00421	00000	z999	00000	00058

the advantage of hacking the a000 password first is that you can use the privileged commands to see which user id's exist and what programs are stored where so that you can further penetrate the system.

port

this command tells the character size and baud rate at which each of the 32 ports are configured. it is in the format c-bbb, where c=character size & bbb=baud rate. it is set up in columns of 8. the first row corresponds to ports 0-7, the second row corresponds to 8-15, etc. this is generally useless

in my opinion. also, the ports are usually only configured separately if the terminals are all hard-wired.

status

this command allows the sm to view information concerning the mass-storage devices. it gives current locations of the id table, user swap areas, line printer status, etc. it tends to hold a lot of info if it is read correctly. unfortunately, i don't have the room to fully discuss it here.

since all logins & logouts are printed at the system console along with pertinent information, i would strongly suggest that you avoid extensive use of an a000 password if you find one.

the system operator has access to a lot of other commands. unfortunately, he is situated at the system console which is hard-wired to the computer. if anyone figures out a way to give a remote user sysop privileges, let me know & i can help you with his commands.

non-privileged commands

=====

library - lists the system programs. there is only 1 system library & any user

can access it.

example:

library

name	length	name	length	name	length	name	length
alpha	498	bckgmn	4564	fpr int	567	stock	4332
tfile f	28	wumpus p	2636				

this uses the same notation as the privileged directory command.

to retrieve a program from the system library, you would type:

get-\$name (to load the stock program, you would type get-\$stock)

you can then run or list it. if you attempted to list wumpus which is protected (p), it would say run only.

=====

group - lists all files in your group. it is in the same format as the library command.

to retrieve a program from your group library, you would type:

get-*name

=====

catalog - lists all files in your personal library. it is also in the same format as the library command

to retrieve a program in your personal library, you would type:

get-name

=====

other commands you can use with your personal files (or system files if logged

on as a000) include:

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run	runs the program in the user swap area (memory)
list	lists the program in the user swap area
save-name	name may be upto 6 characters
csave-name	save in compiled form
name-name	assign a name to it
kill-name	deletes a file from your library
punch	punches a program onto
paper tape	
tape	input a paper tape
append-name	attaches the file name to current program in memory
length	tells the current length of program in memory
lprinter	designates the line printer as user output device
open	creates a file [open-file,# of records, (record lengths)]
renumber	renumbers statements
	[ren-(1st statement #),
	(interval between statements),(# to start renumbering at), (# to end
	renumbering)]

note: all commands can be abbreviated to the first 3 digits. the main command

is separated from the first parameter by a dash (-), the first parameter

is separated by the second parameter by a comma (,), and all further parameters are separated by commas. eg, hel-a000,^c (i did actually find a system where the password was ^c).

other useful commands

bye	logs user off
echo-on	half-duplex
-off	full-duplex (default)
scratch	clears users swap area (new)
key	transfers control to keyboard
time	informs user of total connect time & ,M[90]le time
message	sends a message to sysop console [mes-(text upto 68 chars)]

tsb 2000

the programming of the system is above the scope of this tutorial. if you do manage to get into the a000 or z999 accounts, there is sufficient info provided in this text to help you manipulate the data. the basic is rather extensive. the file commands are excellent & you can mask files so that nobody can read them without the proper mask (i have already cracked this code, though!).

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briefly, it is similar to most other basic's. if you want, order their programming manual. it is called 20854a timeshared basic/2000, level f (part # 02000-90073).

note: there are different levels (versions) of tsb/2000. this article is based primarily on level f. most of the levels are similar in their commands so the differences should not affect the hacker. also, some systems are customized. eg, one system i know doesn't have the message command because they don't want the operator bothered with messages. another system says ??? instead of please log in and illegal instead of illegal access. these are only trivial problems, though.

programs

REwlett-packard often supplies programs from their tsb library for the systems. utilities such as ascii*, fprint, & others are almost inevitably found on every system. standard games such as wumpus, stock, lunar, & many others are also a "system must." other companies offer very large programs for the hp2000 also. gis (guidance information systems) is a database to help guidance counselors help students to select colleges, jobs, financial aid, etc. gis is usually found in the s5xx group library (anyone with an s5xx password can use it). unfortunately, sometimes these programs are set so that a certain password will automatically run them. in some cases you can abort by pressing the <break> key. there is a basic function [x=brk(0)] that disables the <break> key. in this case, only the sysop or the program can throw you into basic.

there are many alleged bugs on the hp2000 that allow users to do all sorts of things. if you run across any of these be sure to let me know.

i have seen one system that consisted of 2 hp2000's running together. in this case, the multiplexer would first ask the user system 1 or system 2? before logging in. you would then type sys1 or sys2.

most of the hp2000 systems are used by schools, school districts, boces, and various businesses. this was an ideal system for schools before micro-computers existed. the hp2000 system has been in existence since around 1973.

it has been replaced by the hp3000 but there are still many hp2000 systems in existence & i believe that they will stay there for awhile.

here are the dial-ups to a few hp2000 systems to get you started:

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[314/xxx-xxxx]
[203/xxx-xxxx]
[312/xxx-xxxx]

if you need help with anything on an hp 2000 or find other hp2000 systems,
feel
free to ask me. any comments, correcti ons, and/or threats are also welcome.

yours truly,

*****bioc
*=\$=*agent
*****003

<=-fargo 4a-=>>

(>rrecti ons, and/or threats are also welcome.

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