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=                                     =
=         HACKING THE HP 3000         =
=                                     =
=                 BY                  =
=                                     =
=      BLITZIOD ?? & GALACTUS **      =
=                                     =
=                 OF                  =
=                                     =
=        THE ELITE HACKERS GUILD      =
=                                     =
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RECOGNIZING AN HP 3000

   AN HP 3000 CAN NORMALLY BE RECOGNIZED
BY THE ANSWERING PROMPT ':' ALTHOUGH
SOME SYSTEMS IVE SEEN ANSWER WITH A
PASSWORD MESSAGE OF SOME KIND. IF YOU
JUST HIT SOME CHARACTERS AND A RETURN
YOU WILL SEE...

EXPECTED HELLO, :JOB, :DATA, OR (CMD) AS LOGON. (CIERR 1402)

    THE 'CIERR' MESSAGE IS A DEAD GIVE-
AWAY THAT YOU HAVE FOUND AN HP 3000.

LOGGING ON

   YOU MUST LOG ON WITHIN A FEW MINUTES
AFTER HITTING <RET> OR THE SYSTEM WILL
HANG UP. THE TIME VARRIES FROM SYSTEM
TO SYSTEM.
   LOG ON BY TYPING AT THE COLON:
   1. THE WORD HELLO
   2. A SPACE
   3. YOUR LOG-ON IDENTIFICATION
A CORRECT LOGON MIGHT LOOK LIKE THIS...

:HELLO ED.DATASYS3

HP3000 / MPE III. THU, FEB 23, 1987, 2:59 PM
:

AN EXAMPLE LOG-ON ID WOULD THUS BE

ED.DATASYS3 HERE THE USERNAME IS ED
AND THE ACCOUNT IS DATASYS3. SOME SYS-
TEMS ALSO REQUIRE A PASSWORD BUT THIS
IS NOT A STANDARD FEATURE.

AFTER YOUR IN

   THE HP 3000 IS ACTUALLY A VERY HACKER
FRIENDLY SYSTEM. THERE ARE FOUR HELP
FILES FOR EACH COMMAND.

:HELP COMMAND = LISTS FORMAL SYNTAX

:HELP COMMAND,OPERATION = EXPLANATION
     OF OPPERATION.

:HELP COMMAND,EXAMPLE = EXAMPLE USAGE

:HELP COMMAND,PARMS = LISTS SPECIFIC
     COMMAND PAREMATERS.

   THE SHOWJOB COMMAND LISTS ALL JOBS
USERNAMES CURRENTLY USING THE SYSTEM.
AN EXAMPLE MIGHT LOOK LIKE THIS...

:SHOWJOB

JOBNUM   STATE IPRI JIN   JLIST   INTRODUCED JOB NAME

#S2400 EXEC   83   83   FRI 10:54A TOM.CLIFTON
#S2394 EXEC   90   90   FRI 10:43A JOHN,U6.SPL
#S2368 EXEC   26   26   FRI 10:01A ED.DATASYS3
#S2369 EXEC   47   47   FRI 09:34A INTRO.BASIC

4 JOBS:
     0 INTRO
     0 WAIT; INCL 0 DEFERRED
     4 EXEC; INCL 4 SESSIONS
     0 SUSP
JOBFENCE= 2; JLIMIT= 6; SLIMIT= 60

   I HAVE NOTICED THAT ALL LOG-ON'S
I HAVE FOUND CONTAIN 10 BYTES SEP-
ERATED SOMEWHERE WITH A PERIOD. THIS
HOWEVER IS JUST A GUIDLINE... NOT A
RULE. YOU WILL WANT TO DO SEVERAL

SHOWJOB'S DURING HIGH USAGE HOURS. ON
SOME SYSTEMS THESE LOG-ON ID'S ARE ALL
THAT YOU NEED TO LOG-IN ON THAT ACCOUNT.
SINCE THESE LOG-ON ID'S ARE PRINTED OUT
ON ANY HARD-COPY LOGIN OR SHOWJOB
TRASHING HARD-COPY TERMINAL SIGHTS OR
THE SYSTEM SIGHT CAN BE QUITE HELPFULL
TO GET YOU STARTED.

ADITIONAL NOTES

 THE HP 3000 IS A VERY POWERFUL SYSTEM
WHICH OPPERATES IN SIX MODES AND UNDER-
STANDS FOUR PROGRAMING LANGUAGES.
THE MODES ARE:

1. SYSTEM MODE
2. EDIT/3000
3. BASIC/3000
4. FORTRAN/3000
5. COBOL/3000
6. RPG/3000

THIS MAKES IT VERY EASY FOR MOST HACKERS
TO TALK TO THE HP 3000. ONLY THE BASIC
IS INTERACTIVE, THE OTHERS ARE COMPILER
LANGUAGES.
  ^H = BACKSPACE
  ^X = IGNORE LINE
YOU MAY WANT TO EXPERIMENT WITH
;TERM=NN TAGGED ONTO YOUR LOG-ON...
YOU WILL HAVE TO EXPERIMENT WITH THE NN
PART.

  ^Y = BREAK

SYSTEM MODE

   THE SYSTEM MODE IS THE HUB OF THE
HP 3000. YOU LOG-ON IN THE SYSTEM MODE
AND START HERE. THE PROMPT FOR THIS
MODE IS ':' SOME IMPORTANT COMMANDS ARE:

:ABORT = TERMINATES A PROGRAM OR OPPERA-
         TION AFTER THE BREAK KEY IS HIT

:BYE = TERMINATES SESSION

:SHOWJOB = LISTS USER NAMES CURRENTLY
           LOGGED ON

:REDO = ALLOWS YOU TO EDIT LAST ISSUED
        COMMAND. THE REDO KEYS ARE:
        D = DELETE
        I = INSERT
        R = REPLACE
        U = UNDO ALL EDITS

:PURGE FILENAME = DELETES A FILE

:LISTF = LISTS ALL FILENAMES IN YOUR
         GROUP

:FILE LP;DEV=DEVICECLASS NAME = USED TO
     CREATE A FILE REFERANCE FOR THE
     LINEPRINTER.
     DEV CAN = LP

THE FOLLOWING ARE EXAMPLES OF COMMANDS
THAT COMPILE SOURCE FILES.

:BASICOMP SOURCE FILE
:COBOL SOURCE FILE
:FORTRAN SOURCE FILE
:RPG SOURCE FILE
:SPL SOURCE FILE

THE USL FILENAME WILL BE $OLDPASS AND
IS TEMPORARY.
TO SPECIFY A DIFFERANT USL FILENAME
TYPE A ',FILENAME' TAGGED ON THE END.

:PREP $OLDPASS,$NEWPASS
     PREPARES THE OBJECT CODE FROM
     $OLDPASS PLACING IT IN $NEWPASS
     THEN DELETING $OLDPASS AND RE-
     NAMING $NEWPASS AS $OLDPASS

:SAVE SOURCE FILE
     MAKES A SESSION TEMPORARY SOUCEFILE
     PERMANANT.

:RUN $OLDPASS
     EXECUTES PROGRAM FILE $OLDPASS

THE FOLLOWING ARE EXAMPLES OF STATEMENTS
THAT COMPILE A SOURCEFILE INTO $OLDPASS
:BASICPREP SOURCEFILE
:COBOLPREP SOURCEFILE
:FORTPREP SOURCEFILE
:RPGPREP SOURCEFILE
:SPLPREP SOURCEFILE

:PREPRUN $OLDPASS = SAME AS PREP BUT
        ALSO EXECUTES PROGRAM

THE FOLLOWING ARE COMMANDS THAT
COMPILE PREPARE AND EXECUTE A SOURCE
FILE.

:BASICGO SOURCEFILE

:COBOLGO SOURCEFILE

:FORTGO SOURCEFILE

:RPGGO SOURCEFILE

:SPLGO SOURCEFILE

:BUILD FILENAME;DISC=X
        BUILDS DISC FILE X RECORDS LONG
        FOR FORTRAN
:BUILD FILENAME;REC=-14,18,F,ASCII
        BUILDS A FILE 1023 RECORDS
        14 CHR PER RECORD. 18 REC PER
        BLOCK FOR COBOL

EDIT/3000 MODE

   EDIT/3000 IS A FILE EDITOR. ESENT-
IALLY IT IS A WORD PROCESSER. IT ALLOWS
YOU TO WRITE AND EDIT SOURCE FILES
(OR NORMAL TEXT FILES) WHICH CAN BE
COMPILED AND RUN IN SYSTEM MODE. TO
ENTER EDIT/3000 YOU MUST TYPE AT THE
SYSTEM PROMPT.

:EDITOR

HPP32201A.7.01 EDIT/3000 TUE, FEB 27, 1987 3:08 PM
(C) HEWLETT-PACKARD CO. 1976
/
THE EDITOR PROMPT IS A '/'

/ADD = ALLOWS TO TYPE TEXT INTO THE
       AREA
/ADD 3.1 = ENTERS TEXT BETWEEN LINES
           3 & 4

/ADD 5.1,HOLDQ,NOW = INCERTS HOLD FILE
                     AFTER LINE 5

^Y = TERMINATES ADD MODE

/DELETE X = DELETES LINE X OF WORK AREA

/DELETE X/Y = DELETES LINES X THRU Y

/DELETE ALL = CLEARS WORK AREA

/END = WIPES OUT WORK AREA AND EXITS
       THE EDIT/3000

/GATHER 11/15 TO 8.1 = MOVES LINES 11
        THRU 15 TO LINES 8.1 TO 8.5

/GATHER ALL = RENUMBERS ALL LINES
     STARTING AT 1 INNCREMENTING 1

/HOLD ALL = STORES WORK AREA IN HOLD
            FILE

/HOLDQ 9/33 = STORES ONLY LINES 9 THRU
              33

/JOINQ FILENAME = JOINS FILE CONENTS
        TO END OF WORK AREA

/KEEP FILENAME = STORES WORK AREA IN
                  A FILE

/KEEP FILENAME(9/33) = STORES ONLY
        LINES 9 THRU 33 TO WORK AREA

/MODIFY 2 = PRINTS LINE 2 AND WAITS FOR
            MODIFICATIONS. USE SAME
            EDIT KEYS AS REDO

/TEXT FILENAME = LOADS DISK FILE INTO
                 WORK AREA.

/LIST ALL = LISTS WORK AREA

/LIST 1/7 = LIST LINES 1 THRU 7

/LIST 2 = LISTS LINE 2

/LIST ALL,OFFLINE = PRINTS WORK AREA TO
                THE LINE PRINTER.

BASIC/3000 MODE

  BASIC IS THE ONLY INTERACTIVE
LANGUAGE ON THE HP 3000. YOU WILL FIND
IT VERY USEFULL FOR 2 IMPORTANT REASONS
1. IT ALLOWS YOU TO TALK INTERACTIVE.
2. BASIC IS AN EASY WELL-KNOWN LANGUAGE
YOU ENTER BASIC BY TYPING:

:BASIC
BASIC 3.0
>

THE PROMPT FOR BASIC IS '>'
BASIC/3000 IS MUCH LIKE ITS PREDEC-
ESSOR BASIC/2000 VERSION F WHICH IS
DISCUSSED IN MY FILE 'HACKING THE
HP 2000' IT IS NOT UNLIKE MOST BASIC'S
THOUGH THERE ARE SOME DIFFERANCES. IF
YOU TYPE AN ERROR IN A STATEMENT YOU
WILL GET THE ERROR MESSAGE AS SOON AS
YOU HIT RETURN. IT WILL LOOK LIKE THIS:

>10 PRINT 5*SIX
ERROR@9

MEANING THAT THE ERROR WAS THE 9TH
BYTE (SPACES ARE NOT COUNTED).
IF YOU WANT TO HAVE A STRING VARIABLE
MORE THAN ONE BYTE LONG YOU WILL HAVE
TO DIM IT FOR THE STRING LENGTH.
LINE NUMBERS MAY RANGE FROM 1 TO 9999
THE OPERAND FOR EXPONENTIAL IS '**'
A LARGER LIST OF COMMANDS AND STATE-

MENTS CAN BE FOUND IN MY HP 2000 FILE
BUT HERE ARE SOME.

>SAVE FILENAME!,FAST
        PURGES OLD FILENAME BEFORE SAVING

>CREATE FILENAME,10
        CREATES A BASIC FORMATED FILE 10
        RECORDS LONG

>EXIT = RETURNS YOU TO SYSTEM MODE

>SAVE FILENAME
          SAVES PROGRAM TO DISK

>SAVE FILENAME,FAST
          SAME BUT FASTER TO GET

>RUN FILENAME
          GETS AND RUNS PROGRAM

>GET FILENAME
        LOADS PROGRAM FROM DISK

>SYSTEM = RETURN TO SYSTEM WITHOUT
          LOSING MEMORY

>LIST,OUT=PRINTER = LIST LINEPRINTER

>RUN,OUT=PRINTER = PROGRAM RUNS WITH
            OUTOUT TO LINE PRINTER

THE FOLLOWING ARE EXAMPLES OF BASIC/
3000 STATEMENTS.

>10 FILES DFILE,ASCF
        ASSIGNS DFILE AS FILE #1 AND
        ASCF AF FILE #2

>20 PRINT#1;A = SERIAL WRITE

>30 PRINT#1,5;A = DIRECT WRITE

>40 READ#1?A = SERIAL READ

>50 READ#1,5;A = DIRECT READ

>60 RESTORE#1 = RESETS FILE POINTER

>70 READ#2,2 = POSITIONS FILE 2 POINTER
                AT RECORD 2

>80 ADVANCE#1;10,X = MOVES POINTER BY
                      10 ITEMS

>90 LINPUT #2,3;B$ = READS RECORD 3 OF
                    FILE 2 INTO B$

>100 B$=A$(3) = B$ = FROM BYTE 3 OF
                 A$ OVER

>110 B$=A$(3,5) = B$ = FROM BYTE 3 TO
                    BYTE 5 OF A$
>120 B$=A$(3;6) = SUBSTRING STARTING AT
          BYTE 3 AND CONTAINING 6 BYTES

>10 CONVERT A TO A$ = GIVES A THE VALUE
                OF A$ MAKING IT A STRING
              VARIABLE.

>20 CONVERT A$ TO A = OPPOSITE OF ABOVE

>30 B=RND(0) = GENERATES RANDOM NUMBER
                BETWEEN 0 AND 1. USE THE
                FORMULA:
                X=RND(0)*(U-L)+L TO
                GENERATE A RANDOM NUM.
                FROM L (LOWEST) TO U
                (HIGHEST)

COMPILERS

   THE HP 3000 ALSO HAS 3 COMPILER
LANGUAGES, THEY ARE:

1. FORTRAN/3000
2. COBOL/3000
3. RPG/3000

THESE LANGUAGES ARE WRITTEN WITH EDIT/
3000 AND THEN COMPILED, PREPED AND
EXECUTED FROM SYSTEM MODE. I WON'T
COVER THEM IN DEPTH HERE BUT I MAY IN
THE FUTURE IN HACKING THE HP 3000][

HOPE THIS PHILE HAS BEEN HELPFULL TO
YOU. IF YOU WANT FURTHER INFO ON THE
HP 3000 YOU MAY WANT TO ORDER THESE
MANUALS FROM HEWLETT-PACKARD.

USING THE HP 3000..PART # 03000-90121
EDIT/3000 REFERANCE MANUAL
                  PART # 03000-90012
USING COBOL GUIDE..PART # 32213-90003

SPECIAL NOTE: THIS FILE IS WRITTEN
FOR HP 3000'S USING THE MPE-III
OPERATING SYSTEM, ANOTHER OP SYS
(MPE-C) IS VERY SIMULAR BUT HAS NO
HELP FILES AND NO REDO COMMAD

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=           END OF PHILE          =
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