

## MRSTS.TXT

THIS FILE WAS ORIGINALLY POSTED ON OSUNY (914)428-7216,  
UNLESS OTHERWISE NOTED. SUFFICIENT CREDIT SHOULD BE GIVEN TO  
OSUNY WHEN POSTING THIS FILE ON OTHER SYSTEMS!

So, you've decided that you'd like to try to down an  
RSTS system? Well, here's a beginner's guide:

The RSTS system has two parts, the Priviledged accounts,  
and the User accounts. The Priviledged accounts start with  
a 1 (In the format [1,1], [1,10], etc. To show the Priv.  
accounts we'll just use the wildcard [1,\*].)

The privileged accounts are what every RSTS user would  
love to have, because if you have a privileged account  
you have COMPLETE control of the whole system. How can  
I get a [1,\*] account? you may ask....Well, it takes A LOT  
of hard work. Guessing is the general rule. for instance,  
when you first log in there will be a # sign:

# (You type a [1,\*] account, like) 1,2

It will then say Password: (You then type anything up  
to 6 letters/numbers Upper Case only) ABCDEF

If it says ?Invalid Password, try again ' then you've  
not done it YET...Keep trying.

Ok, we'll assume you've succeeded. You are now in  
the privileged account of an RSTS system. The first  
thing you should do is kick everyone else off  
the system (Well, maybe just the other Priviledged  
users)....You do this with the Utility Program.

UT KILL (here you type the Job # of the user you'd  
like to get ut of your way). If the system won't let  
you, you'll have to look for the UTILTY program. Search  
for it by typing DIR [1,\*]UTILITY.\*

Now, you've found it and kicked off all the important  
people (If you want you can leave the other people  
on, but it's important to remove all other [1,\*] users,  
even the Detached ones). To find out who's who on the  
system type SYS/P- (That will print out all  
the privileged users). Or type SYS to see Everyone.

Next on your agenda is to get all the passwords  
(Of course). Do this by run\$MONEY (If it isn't there,  
search for it with DIR[1,\*]MONEY.\* and run it using  
the account where you found it instead of the \$)

There will be a few questions, like Reset? and  
Disk? Here's the Important answers.

Disk? SY (You want the system password)

Reset? No (You want to leave everything as it is)

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Passwords? YES (You want the passwords Printed)  
There are others, but they aren't  
important, just hit a C/R.

There is ONE more, it will say something like  
Output status to? KB: (This is important, you  
want to see it, not send it elsewhere).

Ok, now you've got all the passwords in your hands.  
Your next step is to make sure the next time you  
come you can get in again. This is the hard part.

First, in order to make sure that no one will  
disturb you, you use the UTILITY program to make it  
so no one can login. Type UT SET NO LOGINS. (also  
you can type UT HELP if you need help on the program)

Next you have to Change the LOGIN program....I'm  
sorry, but this part is fuzzy, Personnally, I've  
never gotten this far. Theorectically here's what  
you do: Find out where the program is, type  
DIR [1,\*)LOGIN.\* If there is LOGIN.BAS anyplace,  
get into that account (Using your password list,  
and typing HELLO and the account you'd like to  
enter). On the DIR of the program there is a date  
(Like 01-Jan-80). To make it look good you type  
UT DATE (and the date of the program).

Next, you make it easy for yourself to access the  
program. You type PIP (And the account and name of  
the program you atre changeing) <60>=(again the  
name of the program).

Now what you do is OLD the program. Type  
OLD (Name of the program)

Now that is all theoretical. If anyone runs  
into problems, tell me about it and I'll  
see if I can either figure it out or get someone  
else to.

Next thing you want to do is LIST the program and  
find out where The input of the Account # is.  
To get this far you have to knwo a lot about programming  
and what to look for...

Here is generally the idea, an idea is all it is,  
because I have not been able to field test it yet:

Add a conditional so that if you type in a code  
word and an account # it will respond with the password.

This will take a while to look for, and  
a few minutes to change, but you can do it,  
you've got that RSTS system in your back pocket.

Let's say you've (Somehow) been able  
to change the program. The next thing you want  
to do is replace it, so put it back where

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you got it (SAVE Prog-name), and the put it  
back to the Prot Level (The # in the <###>  
signs) by typing PIP (Prog name)<232>=Prognose

(Note, in all of this, don't use the ()'s  
they are just used by me to show you what goes  
where).

Now you've gotten this far, what do you do?  
I say, experiment! Look at all the programs, since  
you have Privileged status you can analyze every  
program. Look around for the LOG program, and  
find out what you can do to that.

The last thing to do before you  
leave is to set the date back to what it was using  
the UTILITY program again UT DATE (and the current date).

If you have any problems,  
questions, or experiences, don't  
Hesitate to write to me.

I'd love to hear what you did.

Sam Sneed