

```
=====
=
=          HACKING TOPS          =
=
=          BY                    =
=
=    BLITZIOD ?? & GALACTUS **  =
=
=          OF                    =
=
=    THE ELITE HACKERS GUILD    =
=
=====
```

ABOUT TOPS

TOPS IS AN OPERATING SYSTEM FOR DEC-20 AND DEC-10 COMPUTERS. TOPS IS SOMETHING OF A 'MEMORY HOG' AND EATS UP A LOT OF CORE. THE SYSTEM IS VERY USER FRIENDLY AND IS THUS GOOD FOR SCHOOLS BUT DUE TO ITS EXCESSIVE OCCUPATION OF MEMMORY IT IS NOT OFTEN USED BY BUISNESSES, WHO SEEM HAPPIER WITH RSTS (ANOTHER DEC OPERATING SYSTEM WHICH CAN SOON BE READ ABOUT IN MY UPCOMING PHILE: HACKING RSTS).

RECOGNIZING A TOPS

THE TOPS IS ONE OF THE EASIEST SYSTEMS TO RECOGNIZE, PARTLY BECAUSE OF ITS UNLIKELY PROMPT '@' BUT MOSTLY BECAUSE TOPS IDENTIFIES ITSELF QUITE OPENLY. A TYPICAL TOPS MIGHT LOOK LIKE THIS WHEN YOU FIRST CALL AND GET SYSTEM ATTENTION (WITH <RET> OR ^C):

DEC-20/60 CAMPUS COMPUTER, TOPS-20 MONITOR 5.1(6101)
@

LOGGING ON

- TO LOG ON TO A TOPS:
1. TYPE THE WORD 'LOGIN' OR JUST 'LOG'

TOPS.TXT

2. A SPACE
3. A LOG-ON ID
4. A SPACE
5. YOUR PASSWORD

THE LOG-ON ID CONSISTS OF THREE LETTERS THAT DESIGNATE A USER-GROUP, A PERIOD AND A USERNAME. EXAMPLE: ABC.GALACTUS THE PASSWORD DOES NOT ECHO BACK SO YOU WILL NOT SEE IT AS IT IS TYPED, IT CAN CONSIST OF AS MUCH AS EIGHT BYTES, HOWEVER IVE SEEN ONE MAJOR SCHOOLS SYSTEM THAT ONLY USED THREE. A VALID LOG-ON MIGHT LOOK LIKE THIS:

```
@LOG ABC.GALACTUS
JOB 13 ON TTY10 22-APR-87 13:18:19, LAST LOGIN 22-APR-87 13:06:40
@
```

WHAT YOU CAN DO

ONE OF THE WONDERFULL THINGS ABOUT TOPS IS THAT MOST TOPS WILL ALLOW YOU TO DO LOTS OF THINGS WITHOUT EVEN LOGGING IN. MOST SYSTEMS WILL ALLOW YOU TO VIEW HELP FILES WITHOUT LOGGING IN. YOU CAN DO THIS BY TYPING HELP FOR OVER-ALL HELP, HELP ? FOR A LIST OF AVAILABLE HELP FILES. SOME OF THE BEST HELP FILES TO VIEW ARE HELP LOGIN AND HELP COMMANDS. OF COURCE THE SYNTAX IS

```
@HELP <HELP FILE NAME>
```

ANOTHER IMPORTANT COMMAND THAT IS USUALLY AVAILABLE TO YOU IS 'SYSTAT' OR JUST 'SYS'. THIS COMMAND WILL GIVE YOU A LIST OF ALL USERS CURRENTLY ON THE SYSTEM, ALONG WITH THEIR TTY#, JOB#, AND LOGIN ID. A TYPICAL SYSTAT MIGHT LOOK LIKE THIS:

```
@SYSTAT
WED 22-APR-87 11:52:18 UP 2:56:28
16+5 JOBS LOAD AV (CLASS 0) 3.86 3.29 3.38
```

TOPS.TXT

| JOB | LINE | PROGRAM | USER |
|-----|------|---------|----------------------|
| 6 | 11 | EDIT | AB.D809-LEX.LUTHOR |
| 8 | 23 | EXEC | NOT LOGGED IN |
| 10 | 5 | EDT | FG.U790-THE.CRACKER |
| 11 | 42 | EDIT | CS.H980-ALPHA.HACKER |
| 12 | 113 | ZORK | DS.F198-BIOC.AGENT |
| 13 | 105 | BASIC | CS.B788-LISA |
| 15 | 13 | EXEC | NOT LOGGED IN |
| 16 | 10 | BASIC | CR.D509-THE.WOZ |
| 18 | 76 | EDIT | PO.P567-STEVE.MNA |
| 20 | 30 | EXEC | PHY.B329-FATAL.ERROR |
| 21 | 14 | EDIT | CS.B606-BLITZIOD.?? |
| 22 | 16 | EXEC | ME.B482-STRYKER |
| 23 | 1 | EXEC | CS.B720-LEFTY |
| 24 | 61 | EXEC | CS.B708-COSMOS |
| 26* | 22 | SYSTAT | ABC.GALACTUS |
| 27 | 15 | EXEC | CS.B619-MIC.RIP.OFF |
| 28 | 101 | BASIC | CS.B601-WIZARD |
| 30 | 115 | SNOBOL | CS.B708-SILENT.REBEL |
| 32 | 112 | DEVY | MA.B278-CAPN.CRUNCH |
| 1 | 205 | PTYCON | OPERATOR |
| 2 | 221 | BATCON | OPERATOR |
| 3 | 222 | IBMSPL | OPERATOR |
| 4 | 223 | OPR | OPERATOR |
| 5 | 54 | JOBMON | OPERATOR |

@

ANOTHER GOOD COMMAND THAT MAY BE AVAILABLE TO YOU IS THE 'WHO IS' OR JUST 'WHO' COMMAND. IT WILL GIVE YOU ADDED DETAILS ON A GIVEN USER AS REFERENCED BY JOB# TTY# OR LOGIN ID.

WHAT YOU WANT TO DO TO ACCESS A TOPS IS CALL UP AND DO SEVERAL SYSTAT'S IN HIGH USAGE PERIODS. YOU WANT TO GAIN ABOUT 100 LOGIN ID'S IN THIS MANNER. THEN YOU NEED TO TYPE THEM UP INTO A FILE. NEXT CREATE A FILE OF LIKELY PASSWORD (THINK LIKE A USER... FOR INSTANCE... COLLAGE STUDENT PASSWORDS MIGHT BE NAMES OF POPULAR ROCK GROUPS) HELP LOGIN WILL USUALLY TELL YOU HOW MANY BYTES ARE IN THE PASSWORDS... MOST SYSTEMS I HAVE FOUND USE EIGHT. IN THAT CASE GOOD PASSWORDS MIGHT BE COMPUTER WARGAMES OR MADDONNA. ANYWAY CREATE

TOPS.TXT

A FILE OF ABOUT 100 OF THESE. THEN WRITE A PASSWORD HACKING PROGRAM THAT LOADS THEM INTO TWO ARRAYS AND TRIES ALL POSSIBLE COMBONATIONS. THIS IS 100 * 100 =10,000 ATTEMPTS. THIS IS BOUND TO GAIN YOU ACCESS.

AFTER YOUR IN

THE FOLLOWING IS AN EXPLANATION OF TOPS COMMANDS THAT YOU WILL BE ABLE TO ACCESS ONCE YOU ARE IN. (VARIOUS VERSIONS OF TOPS DIFFER BUT THE FOLLOWING ARE COMMON COMMANDS THAT YOU WILL FIND USEFULL)

ADVISE HELP

THE ADVISE COMMAND LINKS YOUR TERMINAL WITH ANOTHER USER'S TERMINAL SO THAT YOU CAN GIVE COMMANDS TO THAT USER'S JOB. THE ADVISEE CAN STILL GIVE COMMANDS TO THE JOB. [NOTE: FOR ADVISE TO WORK, THE ADVISEE MUST HAVE ISSUED THE RECEIVE ADVISE COMMAND. THE LINK IS PREVENTED BY DEFAULT OR BY TYPING REFUSE ADVISE.]

THE GENERAL FORM OF THE COMMAND IS

ADVISE USER

WHERE "USER" IS EITHER A USER NAME OR A TERMINAL LINE NUMBER.

WHILE THE ADVISE COMMAND IS IN EFFECT, THE COMMANDS YOU GIVE AFFECT THE ADVISEE'S JOB INSTEAD OF YOUR OWN. TO END AN ADVISING LINK THAT YOU HAVE MADE BETWEEN TERMINALS, YOU MUST TYPE CTRL-E, WHICH IS NOT ECHOED ON EITHER TERMINAL.

USE THE CONTROL-^? (CONTROL UP-ARROW QUESTION MARK) FOR HELP DURING ADVISE. FOR MORE INFORMATION, SEE THE TOPS-20 COMMAND REFERENCE MANUAL AND THE RELATED TOPIC OF TALK.

@

TALK HELP

THE TALK COMMAND LINKS YOUR TERMINAL TO ANOTHER USER'S TERMINAL. TYPE 'TALK ARGUMENT' WHERE "ARGUMENT" IS EITHER A USER-NAME OR A TERMINAL'S LINE NUMBER. AS SOON AS YOU GIVE A SUCCESSFUL TALK COMMAND, BOTH TERMINALS BEGIN PRINTING BOTH USERS' TYPING AS WELL AS SYSTEM RESPONSES TO THAT INPUT. EACH JOB, HOWEVER, RECEIVES

TOPS.TXT

INPUT ONLY FROM ITS OWN TERMINAL.

MESSAGES SENT BETWEEN TERMINALS MAY BE PRECEDED BY ONE OF THE FOLLOWING:

; TREAT ALL TEXT UP TO END OF LINE AS A MESSAGE.

! TREAT ALL TEXT UP TO THE NEXT "!" (WHICH MUST BE ON THE SA

ME

LINE) AS A MESSAGE. THIS FEATURE ALLOWS YOU TO PUT A MESS

AGE ON

THE SAME LINE AS A COMMAND.

REMARK REGARD ALL INPUT, UP TO A CTRL-Z, AS A MESSAGE, REGARDLESS

OF

INPUT BY THE OTHER USER.

YOU CANNOT USE TALK TO CONTACT A USER WHOSE TERMINAL IS SET TO REFUSE LINKS. TYPE CTRL-C, AND USE MAIL TO SEND MAIL INSTEAD.

FOR MORE INFORMATION, REFER TO THE TOPS-20 COMMAND REFERENCE MANUAL OR THE DOCUMENT HLP:TALK.DOC. RELATED HELP TOPICS REFUSE, REMARK, AND RECEIVE.

@

DEPOSIT HELP

THE DEPOSIT COMMAND CHANGES THE CONTENTS OF A MEMORY LOCATION. THE SYNTAX IS:

DEPOSIT LOCATION CONTENTS

WHERE "LOCATION" IS THE OCTAL ADDRESS OF A MEMORY LOCATION AND "CONTENTS" IS AN OCTAL NUMBER TO BE DEPOSITED AT THAT ADDRESS.

DEPOSIT CHANGES ONE MEMORY LOCATION AND LEAVES YOUR TERMINAL AT TOPS-20 COMMAND LEVEL.

RELATED COMMANDS: DDT, EXAMINE, FORK, SET PAGE-ACCESS. SEE ALSO: "TOPS-20 COMMAND REFERENCE MANUAL".

@

DIRECTORY HELP

THE DIRECTORY COMMAND LISTS THE NAMES OF FILES IN A SPECIFIED DIRECTORY. ITS SYNTAX IS:

DIRECTORY <DIRECTORY>NAME.TYPE,
SUBCOMMAND

IF YOU OMIT <DIRECTORY>, YOUR DIRECTORY IS SEARCHED. TO GIVE MORE

TOPS.TXT

THAN ONE FILENAME, SEPARATE THEM WITH COMMAS. IF YOU GIVE NO FILENAMES, DIRECTORY WILL LIST ALL THE FILES IN THAT DIRECTORY. YOU MAY USE WILDCARD CHARACTERS (* AND %) WHEN TYPING FILE NAMES. IF YOU TYPE A COMMA AT THE END OF THE LINE, JUST BEFORE YOU PRESS RETURN, YOU WILL BE PROMPTED (WITH @@) FOR SUBCOMMANDS.

FOR MORE INFORMATION, SEE THE TOPS-20 COMMAND REFERENCE MANUAL AND THE RELATED TOPICS OF FDIRECTORY, TDIRECTORY, VDIRECTORY, SUBCOMMANDS, WILDCARDS, AND DOCUMENTS DIRECTORY-PROTECTION.DOC AND DIRECTORY-SUBCOMMANDS.DOC IN THE HELP DIRECTORY (LOGICAL HLP:).

@

EXAMINE HELP

EXAMINE DISPLAYS, IN OCTAL, THE CONTENTS OF A MEMORY LOCATION WHOSE OCTAL ADDRESS YOU SPECIFY. THE SYNTAX IS:

EXAMINE ADDRESS

THE CONTENTS WILL BE DISPLAYED AS TWO 6-DIGIT OCTAL NUMBERS SEPARATED BY A PAIR OF COMMAS (,,). THE TWO NUMBERS ARE THE LEFT AND RIGHT HALVES OF THE 36-BIT WORD. IF THE LEFT HALF IS ZERO, ONLY THE RIGHT HALF IS DISPLAYED, WITHOUT THE COMMAS.

RELATED COMMANDS: DDT, DEPOSIT. SEE ALSO: HELP DDT, HELP DEPOSIT, "TOPS-20 COMMANDS REFERENCE MANUAL".

@

EXECUTE HELP

THE EXECUTE COMMAND COMPILES SPECIFIED FILES (IF NEEDED), LOADS THEM INTO MEMORY, THEN BEGINS EXECUTION OF THE PROGRAM. THE COMMAND HAS THE FORM:

EXECUTE /SWITCH SOURCE/SWITCH OBJECT,...

WHERE SOURCE IS THE NAME OF THE SOURCE PROGRAM AND OBJECT IS THE NAME OF THE RELOCATABLE BINARY FILE. IF "OBJECT" IS NOT SPECIFIED, THE OBJECT FILE WILL KEEP THE NAME OF THE SOURCE FILE WITH FILE TYPE REL. THE FILENAMES OF THESE FILES ARE RESTRICTED TO 6-CHARACTER NAMES AND 3-CHARACTER TYPES.

IF SWITCHES ARE PLACED BEFORE ALL FILES IN THE COMMAND (GLOBAL SWITCHES), THEY ACT AS DEFAULTS FOR ALL; OTHERWISE THEY AFFECT ONLY THE FILE WHOSE NAME IMMEDIATELY PRECEDES THE SWITCH. FOR A LIST OF AVAILABLE SWITCHES, SEE HLP:LOAD-CLASS-SWITCHES.DOC.

TOPS.TXT

FOR MORE INFORMATION, SEE THE TOPS-20 COMMAND REFERENCE MANUAL AND
THE RELATED TOPICS OF COMPILE, DEBUG, LOAD, AND RUN.

@

IN ADDITION MOST STSTEMS HAVE AN E-MAIL
SYSTEM OF SOME SORT AND VARIOUS LANGUAG-
ES WHICH CAN BE ACCESSED SIMPLY BY
TYPING THE LANGUAGE NAME, SUCH AS
BASIC, FORTRAN, COBOL AND PASCAL

SPECIAL FEATURES

'?' AS A PAREMATER LISTS ALL AVAILABLE
PAREMATERS.

^C = BREAK KEY

^[(ESCAPE KEY) = COMPLETES A COMMAND
AFTER THE FIRST 3 BYTES HAVE BEEN
ENTERRED.

OTHER BLITZIOD ?? & GALACTUS ** AS OF
APRIL 22 1987

1. USING DIVERTERS
2. HACKING THE HP2000 (PARTS 1-6)
3. HACKING THE HP3000

=====
= END OF PHILE =
=====

Downloaded from P-80 Systems.....