

TAP RAP

Thank you and welcome to issue 92 of Technological Advancement Party. TAP is back after 5 years with a new staff and lease on life. The name Technological Assistance Program has been changed to better reflect our purpose which is to inform the people of any suppressed information that we feel they should know. Any and ALL information that fits the above description. Our main interest lies in the HI-TECH area of telephones but we are not limited to that. Other areas of interest are: computers, electronics, scams, rip-offs, security devices, and any other "Forbidden information." And as always, **ALL THE INFORMATION PUBLISHED IN TAP IS FOR INFORMATIONAL PURPOSES ONLY.** You can do whatever you like, but we will not be held responsible for something YOU did.

TAP was first published in June, 1971. The original purpose was to help the movement for change against the world's largest monopoly, The BELL TELEPHONE COMPANY. This was soon expanded to a fight against all corporations that were working AGAINST the people of the U.S. OUR purpose is to expose all the info we can get our hands on and let YOU be the judge of what to do with it. The last issue put out was number 91. Hence we are starting with issue 92. We also encourage you to research into new areas of discovery so YOU can take control of your lives.

YOU can help TAP by submitting ANY info or contributions to us. We will print almost ANYTHING. Besides the general topics, TAP will also accept feedback in the form of letters and criticism.

As always, TAP will be published 10 times a year. The general format will be the same with 4 black and white pages (Except for special issues, eg., #100, anniversary, etc..) These 'special' issues may be in color or have extra pages. The rates for subscription are as follows:

1 Yr: \$10
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 \$15... Corporate
 \$17... Corporate w/ envelope...
 \$19... Foreign Air Mail
 \$15... Foreign Air Mail w/
 envelope

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TAP
 PO BOX 20264
 Louisville, KY 40220



The Hobbyist's Newsletter for
 the Communication Revolution

A BIT on BITNET

An introduction to BITNET

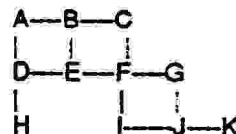
About BITNET:

Because It's Time NET (BITNET) is the largest of the academic computer networks and one of the largest mainframe networks. BITNET connects hundreds of thousands of students and professors in Asia, Europe, Middle East, and North America. In 1988, BITNET had nearly 2000 computer systems at higher institutions connected to it. BITNET may not allow you to log onto mainframes, BUT it IS an invaluable source of information. While on BITNET, you can access certain services such as chat relays, file servers, electronic mail service, and info servers. (See below for more info)

A little semi-technical info:

The mainframes on BITNET are connected via constantly operating telephone lines or satellite links. Unlike packet-switching networks (ie. Telenet), BITNET is a store and forward network. That means that if you send a message from Florida to Kentucky, the computers in the network between Florida and Kentucky will store and forward it from each computer to computer until it reaches Kentucky.

In BITNET there's only one path from Kentucky to Florida. Each computer is called a NODE. Below is an illustration of how a small section of the network would look like.



Example A.

A message traveling from A to H would travel the following path:

A-D-H

Example B.

A message traveling from A to F could travel one of two ways. These are:

A-B-C-F or A-D-E-F

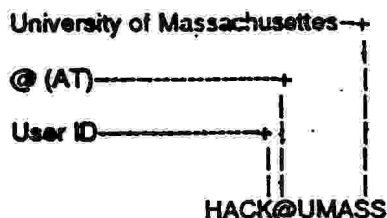
Sometimes when a node is down, the message may be delayed or routed through different nodes as in example B.

The time to transfer messages can vary from just a few seconds to an hour. This cause for this is usually one (or both) of two reasons. The first factor is the size of the message. Larger amounts of data take longer times to transmit. The second factor is the status of the network. As we all know, computers are prone to breaking down. Messages that cannot be routed past the downed node are stored in the net until there is a clear path to it's destination.

Addresses:

Each of the mainframes(NODE) on BITNET has it's own individual address. The addresses are usually an abbreviation of the name of the institution that supports the mainframe. One example is the University of Massachusetts "UMASS".

The individuals that have access to BITNET also have their own addresses. These addresses are assigned to the user when he/she first sends information over BITNET. The entire address for a user is set up as follows:



Note: Not all addresses give indication of the type of system.

Also: On some machines, the BITNET ID will be different from the system ID. Ex. CS.DEPT.SMITH.J@UMASS is also SMITH@UMASS.

Access:

It is IMPOSSIBLE to access BITNET unless you can gain access to one of the nodes. That means, there are NO dial-ups that do not go through a mainframe. BITNET is supported by the institutions that have access to it and it is your right as a student to have access. It is NOT your right to access the mainframe though. A good way to gain access to BITNET is to go to your local university and ask or engineer an account for the use of BITNET.

Uses:

There are three basic methods of communicating via BITNET: mail, message, and file. Each method has it's own advantages and disadvantages.

Messages:

The interactive message (Let's just call it a message) is the fastest and most convenient method of transiting short amounts of information over BITNET. Messages are composed of one line of information that is sent VERY quickly to it's destination. You would use the message when chatting with someone at a different node. The bad part about messages is that if a node is down, your message is lost. You WILL receive an error message though.

Messages are usually sent via the TELL and SEND commands. Below are examples of the syntax for sending a message on the VM/CMS and Prime systems:

TELL userid@node message

or

TELL SMITH@UMASS Hey GEEK, Howz it going?

Mail:

Electronic mail is the most versatile method of communication on BITNET. Unlike the message, a letter will be stored if a node is down. A letter can be from one word of text to however long you want it. It has been suggested to me to NOT transmit any mail over 3000 lines long (hmmm, maybe we should explore that one.) The actual file that is transmitted is really nothing more than a formatted text file with a header. When you send mail from you system, You will be prompted to input a subject so the header can include the sending address, receiving address, date, and subject. A piece of mail would look like this:

BELL PAYS for Evil deeds

Cincinnati Bell will refund about \$600,000 to 132,000 customers (about \$4 bucks apiece) under a plan approved by the Public Service Commission. Since 1984 Bell had incorrectly added sales tax to access the interstate toll network.

TMC PIN

For those that have not heard yet, TeleMarketing Communications (TMC) has implemented a Personal Identification Number (PIN) on their 1-800 dial-ups. TMC of Louisville is using a 3 digit PIN and from what we have heard, ALL of the TMC 800 dial-ups are now or soon will use this PIN scheme. It is not known whether TMC uses formulas to generate these PINs.

HEY! Get catalogs from these companies:

LOOMPANICS UNLIMITED
PO BOX 1197
PORT TOWNSEND, WA 98368
U.S.A.

SPECIALIZED PRODUCTS COMPANY
2117 W. WALNUT HILL LANE
IRVING, TX 75038
800/527-5018

Pyro-How to:

Nitrogen Tri-iodide is one of the most unstable explosives that are made by the home anarchist. It is VERY unstable. Use extreme caution when making this and please make it in small amounts. We wouldn't want you to blow off a finger or two and not be able to dial your local carrier.

How to make it:

1. SLOWLY dissolve a small amount of solid iodine crystals in about 20cc. of concentrated ammonium hydroxide (ammonia.) Stop when a brownish-red precipitate is formed.
2. BE CAREFUL!!
3. Filter the solution with filter paper and wash the precipitate with alcohol (first) and ether (second.)

Now you have made nitrogen tri-iodide. Make sure this stufh stays WET. It is active when it is wet, but it is super-active when it is dry. Breathing on it can set it off.

Date: Fri, 13 Jan 89 18:26:12 EDT
From: Smith <SMITH@UMASS>
Subject: Greetings
To: \$798@UKPR

+

+ Hello Steve:

|
| I heard that you got busted for hacking a COSMOS.
| Well, Dont worry, the FEDs are incompetetent and couldn't
| find their assholes anyways.
| rest of text

Files:

The file is the best way to send large amounts of information over BITNET. As with mail, files are stored until you read them or in the case of node being down, until they are back up. Any type of file can be sent via a file. They can be either text or binary. On a VM/CMS system, one would use the SHIP command to send a file over BITNET. Below is an example:

SHIP filename filetype userid@node

or

SHIP phun3 txt \$798@UKPR

I suggest that you check your online help for information on sending info over BITNET.

Now for the phun part....

FILE SERVERS, CHAT RELAYS, AND SERVICES:

Servers are machines set up as automated databases for the distribution of various information. Servers respond to commands via mail or message. Not all use accept this type of communication. It all depends on the type of software the server is running. One would send a message to a server in the following syntax:

TELL userid@node command

or

TELL listserv@bitnic help

File servers are like servers but they are set up as databases that transmit files. They are kinda like BBS's. The best way to get started with a file server is to send it the help command.

A good place to start is the Listserv@Bitnic system. It will send you all the information you will need to get started.

Name servers have two functions. The first is to locate a person's address on BITNET and the second is to help you find people on BITNET with similar interests. (Hmmm, a hacker directory?)

I suggest starting with the name server at Drew University.

To find a particular person, just send the following to Drew:

TELL NAMESERV@DREW SEARCH/NAME john doe

If the person you are looking for is not registered, you will receive a message informing you of that.

To register yourself, send the following to Drew:

TELL NAMESERV@DREW REGISTER first last interests

or

TELL NAMESERV@DREW REGISTER John Doe LMOS hacking

A chat relay is set up to allow many users to chat with each other without having everyone sending messages to each other individually. When on a relay, the people on your channel (be it public or private) will all see the messages that you send to them. This is GREAT for phreaker conferences (Though it is NOT secure due to system operators) and just chatting with your friends over LONG distances. Geez and it is all legal too! To find out more about relays, just send the following:

TELL RELAY@UTCVM help

If your local relay is not UTCVM, you will receive a message tell you that and also your correct relay.

Well, that's it. If you have any questions, just send a letter to TAP and we will try to answer ASAP.

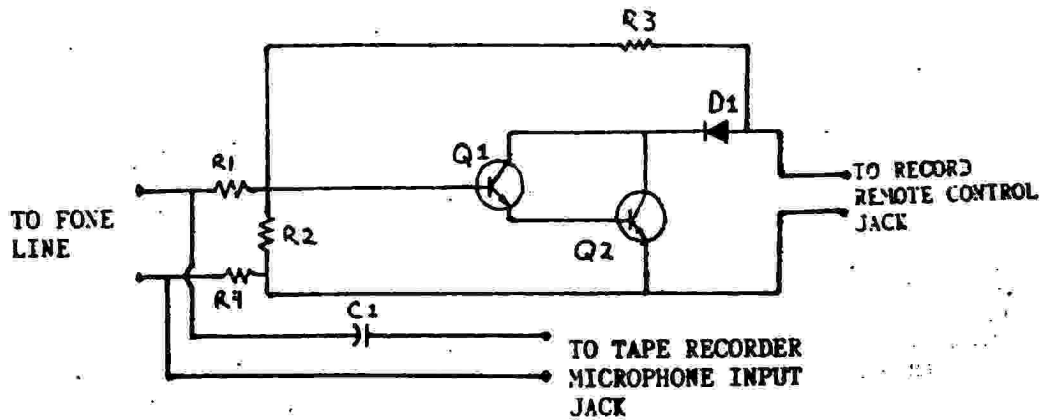
Big Brother section

From RISKS

The 16 May 1988 issue of Flagship News (employee publication of American Airlines) includes a small article on a spiffy way for employees to rat on "business abuse," which is apparently a euphemism for workers who don't measure up to management's standards. Listed examples of business abuse include theft, drug and alcohol abuse, unsafe work habits, and "any act not in the best interests" of the employer. All you have to do to destroy your fellow workers is call the National Business Crime Information Network Inc. (known as "The Network"), at 1-800-241-5689. You may do this anonymously, as each caller is simply assigned a code number. This also allows you to call back later and check to see what action has been taken against that guy in the next cubicle who took the pencil home. The Network says that your information is relayed to top management, who it is claimed will not take any disciplinary action on the basis of the phone call alone.

IF YOU FIND MISTAKES in this publication please consider that they are there for a purpose. We publish something for everyone and some people are always looking for mistakes.

TELEPHONE CONTROLLED TAPE STARTER



- R1 270k
- R2 68k
- R3 33k
- R4 1.5k
- C1 .22uf
- Q1 2n4954
- Q2 2n4954
- D1 1n645

TAP needs info on the following:

Anarchy
 Bbs #'s
 Bragging
 BS
 Busts
 Cable Descrambling
 Catalogs
 Cellular fones
 Chemicals
 Computer #'s
 Covert Activities
 Credit Card Info
 Cryptic Telco Phrases

Cryptography
 Dial-it #'s
 Electronics
 Energy
 Experiences
 Explosives
 Fone Alterations
 Fone Books
 Foreign Telco
 Gov't Docs
 Gov't Fuck-ups
 Gov't Policy
 Ham Radio

Lasers
 Legislation
 Lock-Picking
 Microwave Info
 Networks
 News Articles
 # Lists
 Opinions
 Phone #'s
 Pirate Radio
 Pirate TV
 Radio Fones
 Rumors

Satellite Info
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 Stupid Pet Tricks
 Suppressed Info
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 Voice Scramblers

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