X E N O N ' S H A C K E R

Version 5.1
091585

Congratulations you now own Xenon's Hacker, the ultimate in hacker programs. This program is for use with a Hayes Smartmodem equipped with the special modem cable. This program may also be used with Fast-Term if you call the loader "LOADER" it will load with the link to terminal prog. option.

Xenon's is pretty much self explanatory. I will go through each command in detail so you can get the full use of Xenon's.

RUNNING THE PROGRAM

To run Xenon's place it in drive one and enter X-Basic it will auto load and pull in "HACKOBJ" which is a set of assembly subroutines. There is no need to keep the disk with Xenon's on it in the drive for Xenon's will not use it again except in the link to terminal prog. command.

SETTING UP

Xenon's will promptly load up the assembly subroutines and then ask you for your output device. This device can be any device including printer and disk drive. Next Xenon's will ask you if you have touch tone or pulse dialing. All of Xenon's functions will work on either but tone dialing is much faster.

COMMANDS

You now are at your main menu. you have a choice of nine options numbered one through nine. to chose an option just type the number and hit enter. A descriptions of each option follows.

1. DIAL LOCAL NUMBERS. This option is for dialing local numbers consecutively and looking of a carrier tone of a modem. First Xenon's ask you for the number at which to start dialing. Type that number and hit enter. Next Xenon's asks you if it is correct. Type "Y" on "N" for yes or no. Xenon's then asks you for the number at which you wish to stop dialing. Notice that the default is all nines. This default can be used because you can abort the dialing at any time. Now Xenon's gets to work. Xenon's will continue to dial until it comes to the number you chose for the last number to dial or until you hit "A" to abort. When you abort using the "A" Xenon's will print the last number dialed and the stats. You can also skip a certain number by hitting the space bar.

2. DIAL THROUGH NETWORK. This option is designed for use as a one number call through a particular network (MCI, Sprint, etc.). To use this feature enter the network number, the network code, and the number you wish to dial. You will also be asked how many two second delays to be put between the network number and the code. In most local numbers two is enough, but long distance ones (such as 800) need two to three. Any key aborts the process.

3. DIAL/REDIAL NUMBER. This command is used to redial a busy modem number. You are asked for the number of numbers you want to dial then the numbers are entered and Xenon's will continue to redial the numbers until you hit "A" to abort. You may also hit the space bar at any time to skip that one redial.

4. HACK PHONE NETWORK. This task is used to find network codes (such as MCI, Sprint, etc.). You are prompted for the phone number, then the starting code and how many two second delays (refer to command two for information on setting the delay) you need. This command works very much like command one. It dials the network number, delays, and dials the code plus a Source access number (this produces a carrier tone for the modem to recognize). This command can be aborted by "A" and you may ship the code by hitting the space bar.

5. ENTER MODEM COMMANDS. This is a very useful command. You can set up your modem the way you like it. For example if you want the speaker on while Xenon's is working you may do this by entering "ATM1" at the prompt. Two other commands were also added. They are "ONLINE" and "OFFLINE" these commands put the modem online (able to be used) or offline (inable to respond). To exit this command hit enter on a blank line at the prompt.

6. LINK TO TERMINAL PROG. This loads and runs Fast-Term. To use this you need to copy Fast-Term on the same disk as Xenon's and it will load when you choose this option (you must name the loader "LOADER")

7. ALTER OUTPUT DEVICE. This command lets you choose another output device. It will display the current device and prompt you to type the name of the new device. To leave it the same just hit enter.

8. READ OUTPUT FILE. This command is used to read your output file if it was stored on disk. To use it type the correct device and filename (DSK1.NUMBERS for example) and if you want a printout of it type in the printer device. if you just want to look at it on the screen hit enter. You may pause the listing by holding down the space bar. You may abort by hitting the "A" key.

9. EXIT PROGRAM. This does the obvious. It closes all files, resets the modem, and leaves the program.

CABLE DIAGRAM

If you don't have a cable you need to make one. THIS PROGRAM WILL NOT WORK WITHOUT THIS CABLE. To make one you need the following parts:

quantity	item descripttion
1	9-pin female d-submini connector
1	9-pin d-submini hood
2	25-pin male d-submini connectors
2	25-pin d-submini hoods
10'	wire

PROCESS. To make your cable follow the chart:

from	to
pin 1 of the cassette port	pin 6 of the RS-232
pin 2 of the cassette port	pin 20 of the modem
pin 8 of the cassette port	pin 6 modem
pin 2 of the modem	pin 3 of the RS-232
pin 3 of the modem	pin 2 of the RS-232
pin 7 of the modem	pin 7 of the RS-232

DISCLAIMER

The author of this program makes no warranty, either express or implied regarding the program and makes all programs available soley on an "as is" basis. In no event is the author liable to anyone for special, collateral, incidental, or consequential damages in connection with or arising out of the use of the program. Moreover, the author shall not be liable for any claim by any other party against the user of the program. The author does not warrant the program will be error free or will meet the specific requirements of the user. The user assumes complete responsibility for any decision made or actions taken based on information obtained using the program. Any statements made concerning the utility of the program are not to be construed as express or implied warranties.

ADDENDUM

Version 5.0 and on of Xenon's has new assembly routines and slight modifications in the program. The following is a list of the assembly routines:

OFF

Puts modem off line by disconecting pins 20 of the modem and 6 of the RS-232 via cassette port's pins 1 and 2.

ON

Puts modem on line by connecting pins 20 of the modem and 6 of the RS-232 via cassette port's pins 1 and 2.

CHECK

Checks if there is a carrier by checking pin 6 of the modem for voltage via pin 8 of the cassette port. It returnes a 0 if no carrier, 1 if carrier is present.

I hope you like this program and have fun with it.

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Xenon
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