

STOCK OPERATING SYSTEMS

OS Model	Firewall	System	Cost
Vector Xim	1	1	200¥
Redcap Nix	1	2	400¥
Renraku Ichi	2	2	600¥
Mangadyne Deva	2	3	800¥
Iris Orb	3	3	1,000¥
Novatech Navi	3	4	1,500¥

tifying data from the link and even stagger traffic that enters and leaves the node in order to stymie traffic analysis attempts. These services add extra levels of security and anonymity that only the most dedicated and resourceful data-trail hackers could overcome.

AUTHORIZED ACCESS

Every Matrix node has a set of authorized users, people who have the proper accounts and passcodes and are granted privileges to take certain actions on the node as legitimate users. Authorized users often don't need to make tests when attempting certain tasks, whereas a hacker who infiltrates the node would need to make tests in order to illicitly manipulate the node.

Note that many nodes also have public access areas (or may be entirely public)—the Matrix equivalent of websites.

Passcodes

Legitimate accounts are protected with passcodes. Speaking metaphorically, a passcode is a key that allows you to open certain locked doors within a house; depending on the privileges assigned to the passcode, the key will not work on certain doors, requiring you to pick the lock (what hackers do).

Passcodes come in various formats depending on the security needs of the provider. These can range from very simple to exceedingly complex, though system designers have to keep in mind that the more complex the passcode, the less user-friendly the system. Creating a good passcode system is often a struggle to find a compromise between security and ease of use.

Basic Passcodes consist of sets of symbols that you enter to log on. The most common passcodes are alphanumeric strings, but thanks to augmented and virtual reality, passcode symbols can also consist of images, tunes, or even specific movements.

Linked Passcodes requires an extra bit of input from the user—an extra level of identification specific to a person or a device. This can be a scan from a security scanner (retinal, fingerprint, palmprint, and so on) linked to the commlink/terminal or the correct signature from the device's OS or a unique RFID tag. If the scan or signature doesn't match the records, access will be denied.

Passkeys are one of the most secure ways of controlling access to a node. Passkeys are unique encrypted modules

MATRIX JARGON

Arrow (from ARO, or Augmented Reality Object)—Virtual representations (usually visual graphics) used to represent things in augmented reality.

Artificial Intelligence (AI)—Self-aware and self-sustaining intelligent programs that evolved within the Matrix.

Artificial Sensory Induction System

Technology (ASIST)—Hardware and programs that allow one to directly experience the senses of another (simsense).

Augmented Reality—Information added to or overlaid upon a user's sensory perceptions in the form of visual data, graphics, sounds, haptics, smell, and/or limited simsense.

Better-Than-Life (BTL)—Hyper-real levels of simsense that are potentially dangerous and addictive.

Cold Sim—Standard simsense, operating at legal, safe levels. Used by most people to access virtual reality.

Commlink—The personal computer used by nearly everyone to access wireless services, typically loaded with accessories. Commlinks also serve as the hub of the user's PAN (personal area network). Often just "comm" or "link."

Complex Form—The mental algorithms that technomancers learn to manipulate the Matrix.

Control Rig—An implant that enhances a rigger's abilities when "jumped into" a vehicle (see p. 332).

Dead Zone—A location with no wireless networks.

Device—Individual electronics that are connected to the Matrix, such as commlinks, terminals, cyberware, security cameras, drones, etc.

Dot (from DOT, or Digital Object Tag)—Data attached to AROs/icons within augmented reality.

Direct Neural Interface (DNI)—A connection between the brain's neural impulses and a computer system, allowing a user to mentally interact with and control that system.

Drone—Unmanned vehicles, typically controlled via direct wireless link or through the Matrix.

Echo—An enhanced ability a technomancer can learn after undergoing submersion.

Fading—A type of mental drain technomancers sometimes experience when using their abilities.

Firewall—A program that guards a node from intrusion.

Gateway—The link between a mesh network and another network

Geo-tagging—Assigning dots (data that can only be sensed with AR) to a specific physical location. Often done with RFID tags.

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THE WIRELESS WORLD.....